

SECOND EDITION

1604

BATTLETECH™

A GAME OF ARMORED COMBAT

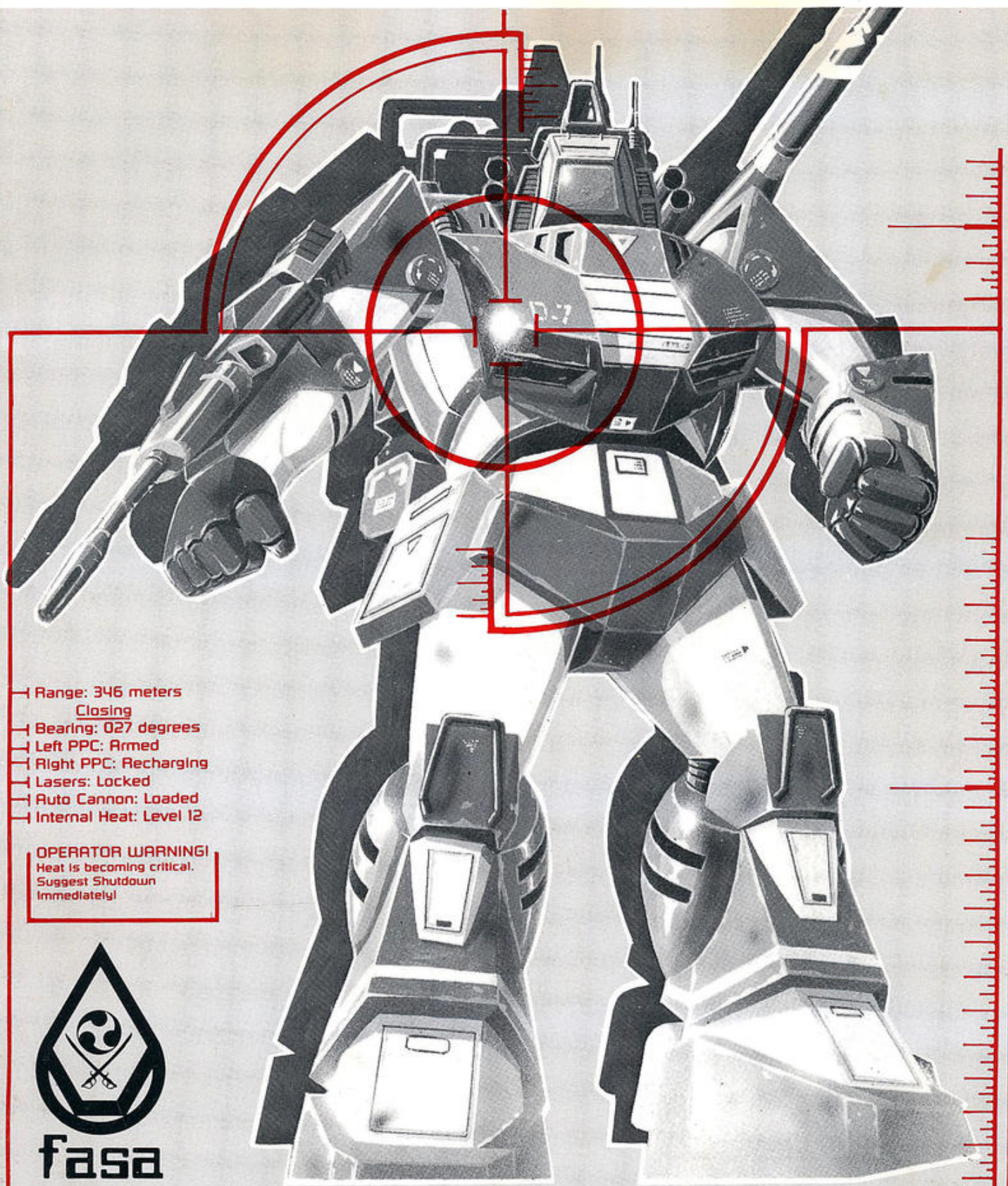


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A GAME OF ARMORED COMBAT



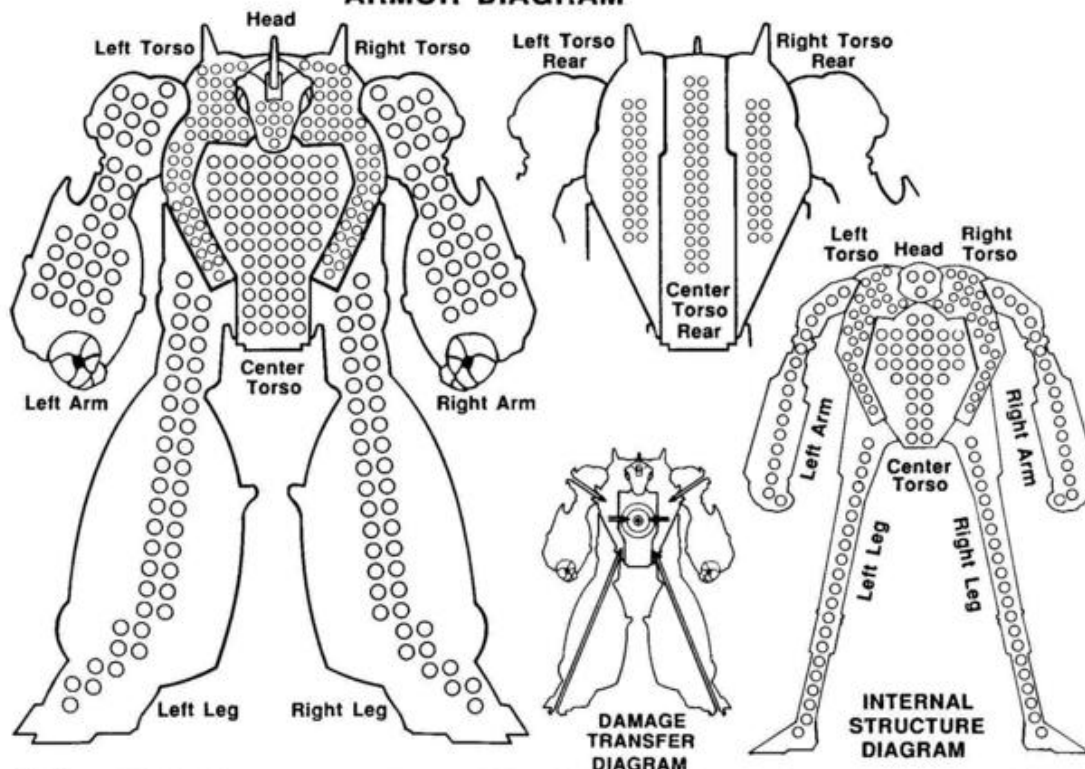
- Range: 346 meters
- Closing
- Bearing: 027 degrees
- Left PPC: Armed
- Right PPC: Recharging
- Lasers: Locked
- Auto Cannon: Loaded
- Internal Heat: Level 12

OPERATOR WARNING!
Heat is becoming critical.
Suggest Shutdown
Immediately!



BATTLETECH™

ARMOR DIAGRAM



MECH DATA

Type: _____
 Tonnage: _____
 Movement Points:
 Walking: _____
 Running: _____
 Jumping: _____

WEAPONS INVENTORY

#	Type	Loc.

AMMO:

AutoCannon Rounds _____
 M.G. Rounds _____
 S.R.M. Packs _____
 Missiles per pack _____
 L.R.M. Packs _____
 Missiles per pack _____

TOTAL HEAT SINKS



WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

LEFT ARM

1. Shoulder
2. Upper Arm Actuator
- 1 3. Lower Arm Actuator
4. Hand Actuator
5. _____
6. _____
1. _____
2. _____
- 2 3. _____
4. _____
5. _____
6. _____

LEFT TORSO

1. _____
2. _____
- 1 3. _____
4. _____
5. _____
6. _____
1. _____
2. _____
- 2 3. _____
4. _____
5. _____
6. _____

LEFT LEG

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

CRITICAL HIT TABLE

HEAD

1. Life Support
2. Sensors
3. Cockpit
4. _____
5. Sensors
6. Life Support



CENTER TORSO

1. Engine
2. Engine
- 1 3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
- 2 3. Engine
4. Engine
5. _____
6. _____

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○

RIGHT ARM

1. Shoulder
2. Upper Arm Actuator
- 1 3. Lower Arm Actuator
4. Hand Actuator
5. _____
6. _____
1. _____
2. _____
- 2 3. _____
4. _____
5. _____
6. _____

RIGHT TORSO

1. _____
2. _____
- 1 3. _____
4. _____
5. _____
6. _____
1. _____
2. _____
- 2 3. _____
4. _____
5. _____
6. _____

RIGHT LEG

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement points
04	
03	
02	
01	
00	

GAME SETUP

COMPONENTS NEEDED

BATTLEMECH FIGURES



This game includes 48 full-color stand-up playing pieces representing 14 different kinds of 'Mechs. These playing pieces are used on the map to show the position of each 'Mech and its movement during the game. There should be enough of each type of 'Mech for almost any engagement, but if you need more of one kind, fold a piece over backwards and write the name of the 'Mech you need on it.

The drawing shows the CHM-3 Chameleon Training Scout, which will be used to teach how the 'Mechs move and fire ranged weapons. A playing piece of the 'Mech is not included in the game, for it is used mainly for training MechWarriors and for scouting missions. When undergoing **BattleMech Training**, use any of the playing pieces provided to represent the Chameleon.

BATTLEMECH TRAINING SHEETS

The Training Sheet shown in the diagram is used to keep track of the damage done to the Chameleon during training exercises.

Armor Diagram

The large diagram at the top of the page is the Armor Diagram. It shows the arrangement of the armor plating on the 'Mech. As armor is destroyed by weapons hits, the boxes are checked off.

Equipment Blocks

The lines at the bottom of the page show the location of each of the weapons mounted on the 'Mech, as well as the location of the ammo used. It also shows the location of the heat sinks, which cool off the 'Mech and keep it from overheating.

General Information Block

The block at the upper right contains the general information about the 'Mech and the MechWarrior. The name, tonnage, movement rates, basic *Gunnery* and *Piloting* skill levels, and so on are recorded there. The row of boxes called Heat Sinks shows how many of these are mounted on the 'Mech before any are damaged; as any get damaged, the boxes are marked off.

TERRAIN MAPSHEET

The two 22-inch by 17-inch Terrain Mapsheets used in this game are grids of six-sided areas called hexes. These hexes are used to regulate movement and combat, with the 'Mechs moving from hex to hex. Hex maps help make movement more realistic because they provide six possible movement directions instead of the four offered by square grids.

Each hex on the Terrain Mapsheet represents an area of ground 30 meters (roughly 100 feet) across, and each turn represents ten seconds of real time.

BATTLETECH
BATTLEMECH TRAINING SHEET




180-48 Chameleon

WEAPON AND HEAT SINK LOCATION TABLE		
RIGHT ARM Large Laser Medium Laser	HEAD Small Laser Medium Laser Small Laser	LEFT ARM Medium Laser
RIGHT TORSO Small Laser Medium Laser Small Laser	CENTER TORSO Small Laser Medium Laser Small Laser	LEFT TORSO Small Laser Medium Laser Small Laser
RIGHT LEG Small Laser Medium Laser Small Laser		LEFT LEG Small Laser Medium Laser Small Laser

GENERAL INFORMATION

Name: _____

Tonnage: _____

Movement: _____

Gunnery: _____

Piloting: _____

Heat Sinks: _____

HEAT SINKS

Number: _____

Location: _____

Number: _____

Location: _____

Number: _____

Location: _____

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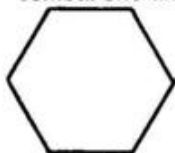
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The forests, rivers, hills, and rough areas on the Terrain Mapsheet represent a typical mixture of the terrain types found on the water-rich planets where 'Mechs combat one another. Shown below are the symbols used for each terrain type.



Open Ground

These are typical fields, meadows, and other grasslands. The ground is firm, and it may be gently rolling, but its elevation does not change significantly from one side to the other.



Rough Ground

This is typical broken terrain, rocky and jumbled. Though it is firm, it is more difficult to cross than open ground. Typically it is found next to cliffs and bluffs.



Cliffs And Bluffs

This is terrain that is significantly higher and more difficult to cross than open ground. The light lines show the slopes, for which there are three elevation levels. Level 1 is 6 meters high - waist-high to a 'Mech, and a 'Mech standing behind it may be partially hidden. Level 2 is the same height as a 'Mech, or about 12 meters high. A 'Mech standing behind it is hidden. Level 3 is 18 meters high, or one-and-one-half times as tall as a 'Mech.



Light Woods

This is open or elevated terrain covered with sparse trees 12 meters tall. The 'Mech will have more trouble crossing this terrain than crossing open ground. Light woods may be on low ground, or may be found on the tops of bluffs or cliffs. It is possible to see through light woods, if they are not very large.



Heavy Woods

This is open or elevated terrain thickly covered with trees 12 meters tall. Movement is difficult through these areas. Heavy woods may be on low ground, or they may be found on the tops of bluffs or cliffs. Usually, there are light woods nearby. Heavy woods are so dense that it is impossible to see through them.



Water

This is terrain covered by water, either in the form of streams and rivers, swamps, ponds, or lakes. There are four levels of water, depending on the depth. Depth 0 water is ankle-deep on a 'Mech, or very shallow, as in streams, swamps, or shallow ponds, all of which can be crossed easily. Depth 1 water is 6 meters deep, or waist-deep on a 'Mech; it is more difficult to cross than shallow water or open ground, and is found in rivers, ponds, and the edges of lakes. Depth 2 water is chin-deep on a 'Mech, or almost 12 meters deep; it is much more difficult to cross than shallow water or open ground. Depth 3 water is over the head of a 'Mech.

DICE

The game includes two standard, 6-sided dice, one red and one white. In the game, sometimes only one die will be rolled, and sometimes both will be, either one at a time or both together.

GAME SETUP

Lay out the Terrain Mapsheets on a table or on the floor so that the BattleTech logos are at opposite edges. Place the 'Mech playing pieces on opposite sides of the playing area.

Hand out one Chameleon Training Sheet to each player. One of these has been provided in the pull-out section at the center of this book. Remove this section and copy the Record Sheet. Permission is given to photocopy these sheets for reasonable personal use. Blank Training Sheets also are provided for those who prefer to fill them in by hand.

PLAYING THE GAME

BattleMech Training involves keeping track of four things, all important to the performance of the 'Mech. These are movement, heat, damage taken, and weapons fire. The rules for play given below deal with each of these things. These rules are presented in such a way that they are simple versions of the **Expert BattleLance** game. In this way, a trainee MechWarrior can learn how the rules work before the complex rules are presented.

In **BattleMech Training**, the dice are always rolled together to determine the outcome of any combat and to find out which player has the initiative during each game turn. Whenever a dice roll is called for, the player rolls both dice and adds together the numbers rolled.

SEQUENCE OF PLAY

BattleMech Training is played in turns. During each game turn, the players must follow the sequence given below:

Initiative Phase

1. Each player rolls the dice. The player who rolls the highest number wins the initiative for this game turn. This allows him to move and declare his target after his opponent, an advantage in deciding his own move. If both players roll the same number, each rolls again.

Movement Phase

2. The player who lost the initiative moves his 'Mech, using the movement rules to cross the Terrain Mapsheet hex by hex.

3. The player who won the initiative moves his 'Mech. He has an advantage because he can see where his opponent already moved.

Heat Phase

4. If the 'Mech ran or jumped, the resulting heat is subtracted from the number of heat sinks left undamaged. At the beginning of the game, each Chameleon has 10 heat sinks.

5. If the 'Mech is standing in Depth 1 or deeper water, the amount of heat that it can get rid of is increased according to the heat rules. The total is the number of heat points that may be created by firing weapons.

Combat Phase

6. The player who lost the initiative declares any attacks that he plans to make. He may only use weapons for which he has heat points.

7. The player who won the initiative declares any attacks that he plans to make. This may give him an advantage.

8. Combat occurs simultaneously, and any damage given by a successful attack does not take effect until after all combat has finished. It does not matter who completes his fire first, but all of one player's fire should be completed before any of the second player's fire is begun. Damage is recorded on the Chameleon Training Sheet.

Ending The Game

9. Repeat Steps 1 through 8 until only one player's 'Mech is left.

10. The game ends when only one 'Mech is left, the player with that 'Mech is the winner. If both 'Mechs are destroyed at the same time, the game is a draw.

MECHWARRIORS

The human soldiers who pilot BattleMechs are called MechWarriors. Their skills play an important role in keeping a 'Mech moving and in combat. A 'Mech will be knocked out of commission if its MechWarrior is killed or seriously injured - even though its actual battle damage may be light.

MECHWARRIOR SKILLS

Two skills are important to a MechWarrior in combat - Piloting and Gunnery. All MechWarriors have a *Piloting* Skill Rating of 5 and a *Gunnery* Skill Rating of 4.

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A DARK AGE: THE SUCCESSION WARS

"A Dark Age has engulfed the Human Sphere, the result of more than two centuries of bitter and endless war. Where once a united Star League ruled, five splintered Successor States now struggle for dominion. In their wars, each House seeks mastery over the others, but none can conquer unaided, and none can be trusted as an ally. Thus, campaign succeeds campaign and battle follows battle - all without lasting victory or defeat. Men die and worlds are smashed, but the wars go ever on. Along the periphery, thousands of planets have fallen into chaos, savagery, and barbarism. They are ruled by men who are nothing more than thieves and brigands.

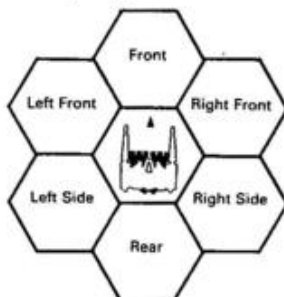
With each passing decade, we fall further into darkness. Science is forgotten and learning mocked. Once-proud universities are either empty or smoking rubble, and things that were child's play for our ancestors are impossible for us. More than two centuries have passed since a newly-built starship last roamed the Sphere. Even the instruments of war grow more primitive, though no less deadly. Our huge war machines, the BattleMechs, can no longer be built, and the Successor Warlords must strip their wrecked machines to find needed spare parts. We have become nothing more than carrion birds feeding on the wreck of our own civilization.

Some say the roots of this nightmare lie far in the past. Some say they lie within the soul of Man himself..."

Tamar Chandresekhar,

A Time Of Troubles

Piloting skill helps determine the outcome when a MechWarrior attempts to avoid falling or to minimize damage when a BattleMech does fall down; this is discussed in the *Piloting* Skill Roll section of the Movement Rules. *Gunnery* skill helps determine how easy it is to take a successful shot with the 'Mech's weaponry; this is discussed in the Base To-Hit Number of the Combat Rules.



FACING

Every hex on the map has six edges, called hexsides. In *BattleMech Training*, every 'Mech must be oriented to face one of those six hexsides. In this game, the 'Mech is considered to be facing the way its feet are pointing. A 'Mech's facing affects both its movement and its combat, and it can only be changed during the Movement Phase.

MOVEMENT

BattleMechs change their position on the Terrain Mapsheet by using four different types of movement: standing still, walking, running, or jumping. During the Movement Phase of each game turn, each player must choose which one form of movement his 'Mech will employ that turn. When it is his turn to move, he must announce what kind of movement he is making so that all the other players will know his intentions. In training, how his 'Mech moves is always the player's choice.

Movement through difficult terrain will at times require a check to see if the MechWarrior really has the skill to pilot the 'Mech through the terrain successfully. This check is called the *Piloting* Skill Roll. If the MechWarrior is not successful, the 'Mech may fall. A fallen 'Mech may stand up.

MOVEMENT CHOICES

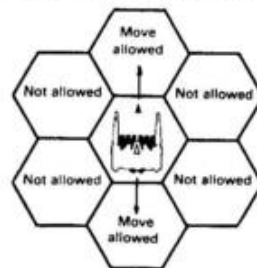
Standing Still

The BattleMech stays in the hex in which it started the turn. It does not move at all, not even to change its facing.

Standing still creates no heat. It gives no penalty to weapons fire, and is the standard target.

Walking

While walking, a 'Mech can move forward into a hex it is facing or move backward into a hex directly to its rear. It cannot move into any other hex unless it first changes its facing. To do this, it turns one hexside at a time until the hex it wants to enter is directly to its front or rear. Then, the 'Mech may move on. The diagram shows the hexes into which a walking 'Mech can move.



A 'Mech can combine walking forward, walking backward, and changing directions in the same turn. It can walk forward or backward on level ground over open terrain, into light or heavy woods, and across streams, shallow ponds, and swamps. When moving forward, it may climb up or down as many as two elevation levels, either on a cliff or bluff or in a lake or pond, but a 'Mech cannot change elevations or depths while moving backward. A 'Mech cannot climb up or down three elevation levels or more, either forward or backward, in a single move from one hex to another.

Walking creates a small amount of heat, which makes it harder for a walking 'Mech to fire all its weapons. A 'Mech that is walking has a small penalty for firing weapons, and, as a moving target, is less likely to be hit.

Running

When running, a 'Mech can move farther in a turn than it can walking. It can only move forward, climb, or change its facing while running. It cannot move backwards while running, and it cannot combine forward and backward movement while running. It cannot climb up or down more than two elevation levels, nor can it run through water of Depth 1 or deeper.

Running creates more heat than walking, which further reduces the number of weapons that may be fired. It also makes firing weapons harder than when

walking, but it usually makes the 'Mech a more difficult target, too.

Jumping

Not all 'Mechs can jump. Those that can, such as the Chameleon Training Scout, can move into any hex that is within its jump range. The terrain type in the hex does not matter, nor does the 'Mech's original facing. The 'Mech will land facing whatever direction the player chooses.

A 'Mech cannot jump farther than it can walk. Jumping creates a lot of heat. It also makes firing weapons much harder, and makes the 'Mech a more difficult target than a running 'Mech.

Falling

BattleMechs can be knocked off their feet in combat, usually because of damage, or when they move through water and change depth. One of a MechWarrior's primary concerns is keeping his 'Mech on its feet, or, if it has been knocked down, trying to get up.

Falling creates no additional heat, but damage to the 'Mech or the MechWarrior within may occur. In **BattleMech Training**, a fallen 'Mech cannot fire weapons.

Dropping To Ground

In combat, a MechWarrior may choose to drop to the ground. Usually he will do this at the end of his movement in order to hide or to make attacks against him more difficult.

This action creates no additional heat. In **BattleMech Training**, a 'Mech that has dropped to the ground cannot fire weapons.

Standing Up

The Mechwarrior may choose to have a 'Mech regain its feet after falling or dropping to the ground. His success depends on his *Piloting* skill. The action creates a small amount of heat.

MOVEMENT POINTS

Every 'Mech has a number of movement points (MPs) that it can use during the Movement Phase. These MP allowances are listed in the box at the upper right of the BattleMech Training Sheet.

BattleMechs spend MPs to move from hex to hex and to change their facing. The total number of MPs is determined by the engine rating and the tonnage of the 'Mech.

A 'Mech may continue to move as long as it has MPs left. BattleMechs are not required to spend all of the MPs available to them every round, but no MPs may be saved from one turn to another. Exactly how these points are spent is up to the player, but once a 'Mech has used all its available MPs, or once its Movement Phase is over, it cannot move again until the next turn.

MOVEMENT POINT COSTS

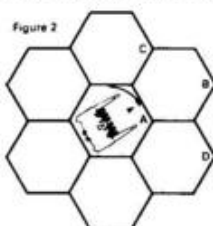
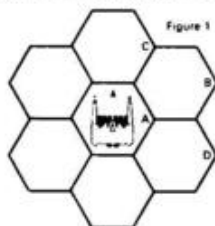
Standing Still

There is no movement cost for standing still.

Facing Change

It costs 1 MP for every hexside by which a 'Mech changes its facing. A 180 degree spin would cost the 'Mech 3 MPs.

In the example shown in the diagram, a player wants to move his 'Mech from Hex



A into Hex B. The 'Mech, however, is currently facing Hex C, and so it cannot legally move to Hex B. If, however, the player changes its facing, as shown in Figure 2, the 'Mech can legally move into Hex B. This uses 1 MP because it was a 1-hexside facing change.

If the player wanted to move the 'Mech into Hex D, this would cost 2 MPs. The 'Mech would have to make a 2-hexside facing change.

WEAPONS OF THE SUCCESSION WARS

The battlefields of the Succession Wars are dominated by the most powerful war machines ever built, the BattleMechs. They were developed by Terran scientists and engineers more than 500 years ago, during the Age Of War. These huge, man-shaped vehicles are faster, more mobile, better-armored, and more heavily armed than any 20th-century tank. Equipped with charged-particle beams, lasers, rapid-fire autocannons, and missiles, they pack enough firepower to flatten anything but another BattleMech. A small fusion reactor provides virtually unlimited power, and BattleMechs can be adapted to fight in environments ranging from sun-baked deserts to subzero arctic icefields.

Tanks and lightly-armed jeeps also can be found on 31st-century battlefields. Although they are technologically primitive when compared to BattleMechs, they are the most advanced weapons that many worlds in the Successor States can manufacture. Tank and jeep units are used as garrisons on planets throughout the Human Sphere. On some worlds, even infantry units may be thrown against an attacking BattleMech force. During the Succession Wars, human life is cheap; weapons are expensive.

Small, fusion-powered fighters control both the skies and space. The battlefleets of all the Successor States were nearly destroyed during the First Succession War, and the ability to construct warcraft able to travel faster than light has been lost. As a result, small aerospace fighters are the first line of defense for any planet under attack, either in orbit, or in the atmosphere itself.∞

SOLDIERS OF THE SUCCESSION WARS THE MECHWARRIOR FAMILIES

The soldiers of the Succession Wars are professionals, members of a hereditary warrior class. After two centuries of war, the worlds of the inner Sphere can no longer build new BattleMechs, and those that are left are patchwork machines handed down from one generation to the next. The military families form a small, powerful elite in the Successor States, and they guard their position with jealous vigor.

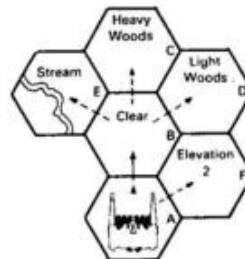
Their children are raised from birth to be MechWarriors. From the time they are old enough to talk, the skills they need are hammered into them: Electronics, Mechanical engineering, tactics, and strategy. The high manual dexterity and hand-eye coordination required are developed by drill, and by constant practice on electronic simulators. Those who do not measure up are shunted aside, to serve the family as 'Mech technicians, estate managers, or household guards. The best are taught to pilot both battlemechs and aerospace fighters. They are kept in readiness for the day they will succeed their elders on the battlefield.

Over the centuries, the MechWarrior families have gathered more and more power. By the beginning of the 31st century, most own large estates, supported by large numbers of servants. Colonels and captains are correspondingly richer, and regimental commanders often own estates worked by thousands of civilians. Many have been made nobles by the Successor Warlords. In return for their privileges and wealth, the MechWarrior families guarantee protection to their

Walking

It costs a minimum of 1 MP for a 'Mech to walk one hex forward or backward. If the terrain is not clear and flat, however, this cost increases as shown in the accompanying table. A 'Mech must have the total number of MPs required before it can move into a hex. If the terrain cost is greater than the number of MP a 'Mech has left in a turn, it cannot move into the hex. The only exception is that a 'Mech can always move forward one hex, no matter what the terrain cost, so long as that is the only move it makes in that game turn.

Terrain Effects On Movement	
Terrain Type	Cost Per Hex
Clear	1 MP
Light Woods	2 MP
Heavy Woods	3 MP
Water, Depth 1	2 MP
Water, Depth 2	4 MP
Elevation Change	1 MP/Level



In the diagram, the 'Mech in Hex A has 4 MPs available. It will cost all 4 of the 'Mech's MPs to walk straight ahead into Hex B (1 MP) and then forward again into the heavy woods in Hex C (3 MP). It would cost all 4 MPs for the 'Mech to move into Hex B (1 MP), then change its facing (1 MP) and move into the light woods in Hex D (2 MP). Similarly, it would cost the 'Mech all 4 MPs to move into Hex E, first forward into Hex B (1 MP), then changing the facing (1 MP), and last crossing the Depth 1 water (2 MP). Finally, if the player wanted to move his 'Mech from Hex A directly to Hex F, he would first have to change its facing (1 MP) and then enter the clear terrain (1 MP) after climbing 2 elevation levels (2 MP).

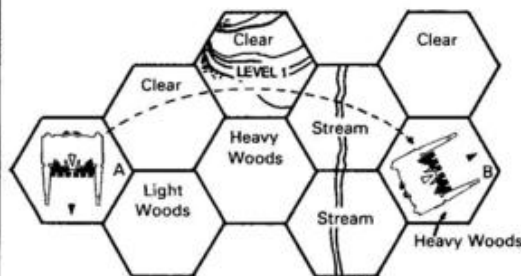
Running

Running 'Mechs pay the same terrain cost as walking 'Mechs do, but they have more MPs to use. All 'Mechs get 1.5 times as many MPs when they run as when they walk. Thus, a 'Mech that has 4 MP available when it walks will have 6 MPs available when it runs ($4 \times 1.5 = 6$). Fractions are rounded up, and a 'Mech with 3 MPs while walking will have 5 MPs available when it runs.

Jumping

When a 'Mech jumps, it can move 1 hex in any direction for every MP it has available for jumping. It can jump into any hex, regardless of elevation level difference or terrain type. Even 'Mechs that can jump have a limited number of MPs available for jumping.

Jumping, because it requires the firing up of the jump jets, may not be combined with any other movement type. The firing of the jump jets, lift-off, and landing take more of the turn than the actual movement, and this could not be simulated easily if the movement types were to be combined.



The diagram shows a 'Mech in Hex A with 4 MP available for jumping. It uses them to jump to Hex B, 4 hexes away. Since it is using jump movement, it spends only 1 point for every hex it moves, ignoring all terrain costs for the hexes it passes over and for the hex in which it lands. After it lands, the player can face the 'Mech in any direction he chooses, at no

extra cost. Walking, the 'Mech would have to spend 12 MP to do the same thing. He would have to change facing (2 MP), enter the clear hex and climb one elevation level (2 MP), change facing again (1 MP), climb down one elevation level (1MP), cross the stream (2 MP), enter the heavy woods (3 MP), and change facing (1MP).

Falling

Falling requires no movement points. It is involuntary, and cannot be chosen as an action by MechWarrior trainees.

Dropping To Ground

Dropping to the ground costs 1 MP.

Standing Up

This movement requires 2 MP and a successful *Piloting Skill Roll*. If the attempt is not successful, another may be made, as long as there are Movement Points available.

OCCUPIED HEXES

In BattleMech Training, only one 'Mech at a time can occupy a hex. During the Movement Phase, a 'Mech cannot move through hexes occupied by other 'Mechs.

PILOTING SKILL ROLLS

Whenever a MechWarrior trainee attempts to move his 'Mech through exceptionally difficult terrain, or whenever his 'Mech receives 20 damage points or more in a single turn, or whenever the legs of his 'Mech are damaged, a check must be made to determine if he has the skill to continue without falling. This is called the *Piloting Skill Roll*. The paragraphs below describe how to make this roll, and when to do it. Advanced and expert MechWarriors may find themselves in various situations where a *Piloting Skill Roll* is necessary, but the way the roll is made is identical.

Making Piloting Checks

The *Piloting Skill Roll Table* lists the events a MechWarrior trainee might encounter that will require a *Piloting Skill Roll*. When one of these events occurs, the player adds the indicated modifiers to his MechWarrior's *Piloting Skill Level* of 5 to find the modified *Piloting Skill Level*. Then he rolls both dice.

Piloting Skill Roll Table	
<i>BattleMech's Situation</i>	<i>Modifier</i>
'Mech Takes 20 Damage Points in 1 Turn	+1
'Mech Enters/Leaves Depth 1 Water	-1
'Mech Enters/Leaves Depth 2 Water	None
'Mech Enters/Leaves Depth 3 Water	+1
'Mech Tries To Get Up	None
'MechWarrior Tries To Avoid Falling Damage (Per Elevation Level Fallen)	+1

Piloting Skill Roll Results

If the roll is equal to or greater than the modified *Piloting Skill Level*, the action was successful. The 'Mech did not fall, or it gets back to its feet. If, however, the roll is less than the modified *Piloting Skill Level*, the 'Mech falls down or cannot regain its feet.

FALLING

When a 'Mech falls down, it inflicts damage on itself and possibly on the MechWarrior inside. The amount of damage given to the 'Mech varies, depending on its weight and on how far it falls. Whether or not a MechWarrior is damaged depends on his *Piloting Skill*. When the 'Mech falls, it will fall back into the same hex it is in, except if the 'Mech was pushed or charged.

Determining Elevation Levels Fallen

To find the number of levels fallen, subtract the elevation level of the hex into which the 'Mech falls from the elevation level of the hex in which it began the current phase. If this number is negative (the 'Mech has fallen uphill), treat it as a zero.

Falling Damage To The 'Mech

The 'Mech will always take damage from a fall. To find the damage taken by a fallen 'Mech, determine the Damage Value of the 'Mech's weight; this is 1 damage point for every 10 tons. For Chameleon Training 'Mechs, this is 5 points, because their weight is 50 tons.

tenants, swear allegiance to their officers, and owe fealty to one of the five Successor Warlords. Mercenary families give their loyalty only to their regimental officers.

THE DISPOSSESSED

Despite their wealth and power, a MechWarrior family's position is always precarious. It rests solely on their BattleMechs, and these war machines must be risked time and again in combat. Disaster on a distant battlefield can strip away a family's lands and prestige in a single instant. Those whose 'Mechs are lost fall into the ranks of the Dispossessed. The Dispossessed regard themselves as members of the warrior class, but they are scorned by warriors with BattleMechs, and hated by the ordinary folk they once governed. They have no place in society.

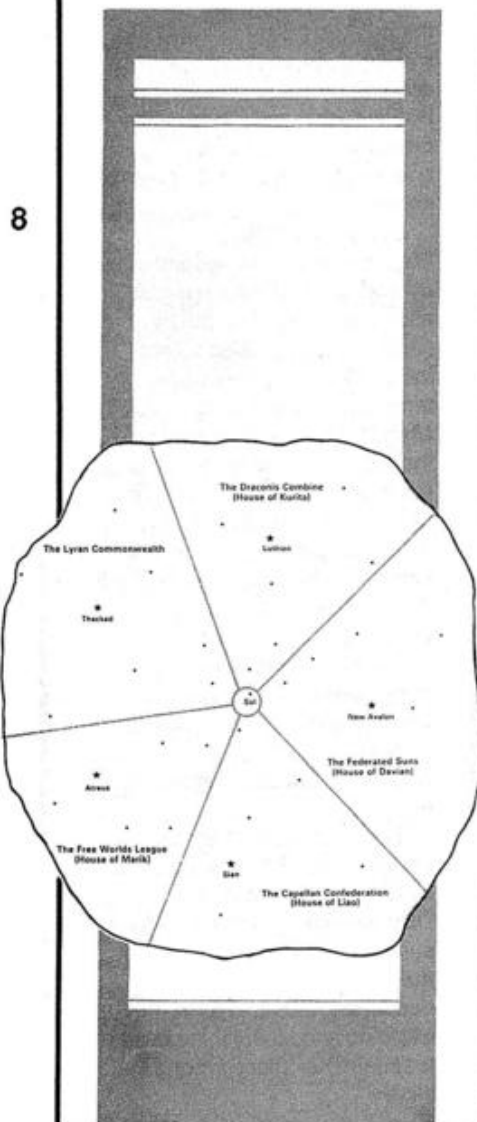
Every child of the Dispossessed is raised with one, overriding ambition - to regain full status as a MechWarrior by capturing a BattleMech. Many of them offer their services as technicians to one of the MechWarrior families, hoping that years of hard labor will be rewarded with a captured 'Mech. Others volunteer as infantry, taking desperate chances while looking for the lucky shot that will "kill" a BattleMech without wrecking it. Some wander through the Sphere as adventurers and treasure-seekers, always looking for a hidden cache of League weaponry and other high-tech equipment.

The Successor Warlords prefer to recruit their spies and scouts from among the Dispossessed, who are perfectly suited to those roles. Because the Dispossessed are both desperate and ambitious, they will to do almost anything in order to regain their place among the elite.

BATTLETECH

THE WARLORDS

Each of the five Successor States is ruled by a family descended from one of the original Council Lords of the old Star League. All five royal Houses claim the title of First Lord, and all have been at each other's throats since the beginning of the Succession Wars. Their battleground is the sphere of star systems once occupied by the seven member-states of the old League. The Successor Warlords have long-since abandoned the vast Territorial States once ruled by the League's First Lord and High Council.



THE WARLORDS

Then, determine how many elevation levels the 'Mech fell; add 1 to this number. Multiply the two together to give the damage from the fall. If the 'Mech falls in a water hex, the damage is cut in half, rounding up.

Break the damage up into 5-point groups, and determine the hit location for each group. Remove the Damage Value from the Armor Value, crossing off the appropriate number of boxes in each location on the Armor Diagram. If damage penetrates to the 'Mech's internal structure, that part is destroyed.

For example, a Chameleon is trying to get to its feet during the Movement Phase. The MechWarrior fails his Piloting Skill Roll and falls down again. The 'Mech is in a Level 0 hex, and it began the Movement Phase in the same hex. It suffers 5 damage points. (50 tons divided by 10 = 5; the number of levels fallen + 1 = 1; 5 x 1 = 5.)

In a second example, a Chameleon falls off a Level 2 hex into a Level 0 hex because of damage. The MechWarrior fails his Piloting Skill Roll and suffers 15 damage points (5 points for its tonnage; the 2 levels it fell + 1 = 3; 5 x 3 = 15.)

Falling Damage To MechWarrior

Whether or not a MechWarrior takes damage from a fall is determined after it is clear that the 'Mech has fallen. A second *Piloting Skill Roll* is made after every fall, using a modifier for the number of elevation levels fallen. If this roll is successful, the MechWarrior is not injured. If the roll is not successful, the MechWarrior takes 1 damage point.

Facing After Falling

When a 'Mech falls, its facing may change. This is important because the direction of its fall determines which Hit Location Table is used to allocate damage.

To determine what the facing will be after the fall, roll one die and compare the result to the **Facing After A Fall Table**, which will show the new facing. When determining damage location, use the table indicated.

Facing After A Fall

Die Roll	New Facing	Damage Location Table
1	Same Direction (on face)	Front/Back Side
2	1 Hexside Right (on side)	Right Side
3	2 Hexsides Right (on side)	Right Side
4	Opposite Direction (on back)	Front/Back Side
5	2 Hexsides Left (on side)	Left Side
6	1 Hexside Left (on side)	Left Side

BATTLEMECHS AND HEAT

Internal heat build-up is one of the most severe problems facing any BattleMech in combat. The 'Mech builds up heat whenever it moves and whenever it fires its weapons. Every 'Mech can get rid of heat through its heat sinks or by positioning itself in water.

HEAT POINTS

The internal heat of a BattleMech is indicated by the number of heat points it has built up. The greater the number of heat points, the greater the internal heat. In **BattleMech Training**, the Chameleon Training 'Mech is constructed so that its systems will function only as long as the heat created does not exceed the heat it can get rid of in its heat sinks.

At the start of any BattleMech Training combat, the Chameleon has 10 heat sinks. This means that the 'Mech can create up to 10 points of heat in a turn, either by moving or by firing weapons. The player keeps track of the heat points built up by his 'Mech for each turn. Usually this means recording how many heat points were created by movement, as shown in the tables below, and then choosing to fire weapons using the heat points left.

BUILDING UP HEAT

Different activities build up heat at different rates. A good MechWarrior will balance the tactical value of a certain activity against the heat it will add to his 'Mech. The table below gives the number of heat points built up by various activities.

Heat Point Table	
Activity	Heat Points
Standing Still	0
Walking	+1 per turn
Running	+2 per turn
Jumping	+1 per hex, minimum of 3
Falling	None
Dropping To Ground	None
Standing Up	+1 per attempt
Weapon Fire	Given on Weapons Chart
Heat Sinks	-1 per sink operational

Note that jumping uses more heat than walking or running, even if the 'Mech is only moved one hex, because the jump jets add a minimum of 3 heat points when they are fired up. The heat cost for jumping depends on the length of the jump; the farther the jump, the longer the jump jets are used, and the more heat they create. To find out the number of heat points used in a jump, count the hexes moved. If this is 3 or fewer, the heat point cost will be 3 points.

GETTING RID OF HEAT

A 'Mech can get rid of heat automatically with its heat sinks. These are cooling devices that pass the heat built up inside the 'Mech through the armor to the outside air, where it is usually cooler. These heat sinks may be located anywhere on the 'Mech, but usually they occupy the torso or the legs.

For each heat sink that is still working (some may be damaged in combat), the 'Mech can get rid of one heat point. With an undamaged Chameleon, which has 10 heat sinks, the 'Mech can get rid of 10 heat points in a turn, but no more. Unlike combat 'Mechs, which can overheat accidentally or be overheated intentionally by the MechWarrior, the Chameleon Training 'Mech has computer-controlled circuits in it that prevent overheating.

Restricted Weapon Fire

Because weapons are fired after movement, this means that the MechWarrior usually cannot fire all his weapons in **BattleMech Training**. Instead, the MechWarrior trainee must choose the weapons to fire that will best use up the heat points he has left after movement. This is important training, for it shows the balance between the damage the weapons can do, their range, and the heat they build up.

Occupying Water Hexes

Water cools much more efficiently than air. If a 'Mech is standing in water that covers some of its heat sinks, it can get rid of much more heat than it could normally. This usually means that it can fire more weapons in the turn.

Shallow water (Depth 0) has no effect on the heat that a 'Mech will lose because it does not touch any of the 'Mech's heat sinks. Depth 1 water will only get rid of extra heat from any heat sinks on the legs, but Depth 2 water or deeper will get rid of extra heat from all the heat sinks, no matter where they are located.



THE HOUSE OF DAVION

Ruler: Hanse Davion, called "*The Fox*," *Prince Of The Federated Suns*, *Duke Of New Avalon*, and *Victor at Halstead Station*.

The House of Davion has become the most powerful of all the Successor Houses. Though nearly defeated by Minoru Kurita in the First Succession War, the Davion armies rallied and drove Kurita's forces back across the border. In the two centuries since, skillfully-conducted military campaigns and subtle diplomacy have enabled the House of Davion to double the number of star systems under its control.

Hanse became the Lord of Davion after his older brother's death in the battle of Mallory's World. At 42, he is the youngest of the five Successor Warlords. Enemies and friends alike call him *The Fox*, and his reputation for carefully-crafted intrigue is well-deserved. It is believed that his agents have been responsible for several of the rebellions that have plagued the House of Marik in recent years.

Hanse Davion's position is threatened by the ambitions of his brother-in-law, Michael Hasek-Davion, the Duke Of New Syrtis. The Duke commands a large number of troops, and he has grown increasingly restive under the authority of the young Prince. There are rumors that he has concluded a treasonable pact with Maximilian Liao, ruler of the Capellan Confederation.

The House of Davion is now loosely allied with the House of Steiner against a coalition formed by the Houses of Kurita, Liao, and Marik. It is believed that Hanse plans to marry Melissa, Katrina Steiner's daughter and chosen successor. ≈



HOUSE DAVION

THE HOUSE OF KURITA

Ruler: Takashi Kurita,
*Coordinator of the Draconis
Combine, Duke Of Luthien, and
Unifier Of Worlds*

More than two centuries ago, Minoru Kurita was the first of the five surviving members of the High Council to declare himself First Lord of the League. He was assassinated on Kentares IV during an offensive against the House of Davion, and his son Jinjiro ordered his troops to "bathe accursed Kentares in blood". Fifty million people were butchered, and the infamous Kentares Massacre made the Kurita name both feared and despised in all the Successor States.

In the years since the First Succession War, the House of Kurita has lost territory along its border with the Federated Suns, but it has been able to capture a number of strategic star systems from the House of Steiner. Recently, however, Hanse Davion and Katrina Steiner have begun coordinating their offensives against the Combine. In response, Takashi Kurita has formed an alliance with Janos Marik and Maximilian Liao.

Takashi was named Coordinator of the Draconis Combine more than 20 years ago, after his father was killed by one of his own household guards. Rumors that Takashi was responsible for the murder were stamped out in a series of brutal purges. His position is now secure, and the remaining nobles of the Combine appear loyal.



HOUSE KURITA

The Heat Loss Table shows the number of heat points a 'Mech may lose. To determine the total number of heat points that the 'Mech can use for movement and for weapons fire, add up the number of operating heat sinks and add an additional 1 point for each heat sink under water.

Heat Loss Table	
Condition	Heat Points Lost
For each heat sink working	-1
For each heat sink under water	additional -1 (-6 max.)

Restriction On Water Bonus

Because the water near a 'Mech will heat up rapidly, the total water bonus cannot be greater than 6 points, no matter how many heat sinks are under water.

COMBAT

In **BattleMech Training**, the only type of combat allowed is ranged weapon fire. This allows the MechWarrior trainee to learn the concepts of range and line of sight, as well as the procedure for firing weapons.

For one 'Mech to fire at another, it must have a clear sighting path to a target within range of its weapons, as discussed in the section on **Picking A Target**. Then, it must fire accurately enough to hit the target, described in **Firing Weapons**. If the shot is successful, the target 'Mech's armor may protect it, as discussed in **Penetrating Armor**. Then, the effects of the shot must be determined, covered in **BattleMech Damage**.

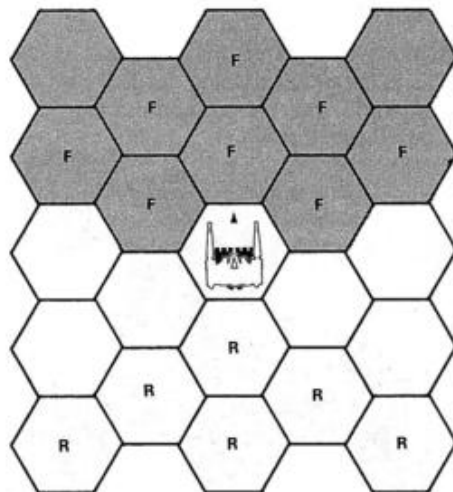
PICKING A TARGET

Three things help a player to pick a target for his 'Mech's weapons. First, the target must be in a position that his weapons can hit. The 'Mech's weapons will not bear on all hexes, but only on the hexes in the firing arcs given for each weapon. Secondly, some hexes will be out of range, or too far away to hit. Third, there may be things in the way, and the 'Mech will not have a clear line-of-sight to its target. If another 'Mech is within a BattleMech's firing arc and range, and if there is a clear line-of-sight, then the 'Mech may fire. If not, no useful weapon fire is possible, and ammunition or energy is wasted.

A 'Mech that has fallen or dropped to the ground cannot fire weapons in this training game. All fire from MechWarrior trainees must be at a single target; advanced gunnery training makes multiple targets possible.

Firing Arcs

The firing arcs of a 'Mech's weapons are determined by its facing. In **BattleMech Training**, there is only one arc into which all front-torso-mounted and arm-mounted weapons may fire. There is also one firing arc into which rear-torso-mounted weapons may fire. These two arcs, shown in the accompanying diagram, are the forward arc (abbreviated F) and the rear arc (abbreviated R). The forward arc spreads out from the front three hexsides; any front-mounted or arm-mounted weapon may fire into this arc. The rear arc spreads out from the rear hexside;



only rear-mounted weapons may fire into this arc.

Line-of-Sight

Before a 'Mech can fire at a target, a clear line-of-sight must exist between them. That is, the two 'Mechs must be able to see each other over or through any terrain between them. There are only two types of terrain that can block a line of

sight: these are woods and high ground.

The line of sight is checked by laying a straightedge (a ruler or a sheet of paper) from the center of the attacker's hex to the center of the target's hex. If the line does not cross any blocking terrain, there can be an attack. If, however, the line-of-sight is blocked, neither 'Mech can fire at the other.

This simple view of line-of-sight is not realistic, but it makes it easy for MechWarrior trainees to learn to operate the 'Mech in **BattleMech Training**. Advanced MechWarriors will learn to compensate for woods and for terrain when they fire their weapons.

Range

Range is the distance between the attacking 'Mech and its target. It also is the distance a weapon can fire. The range is determined by counting the number of hexes from the firing 'Mech to its target, beginning at the hex next to the attacker along the line-of-sight, following the shortest path to the target, and counting the target's hex. The range has an effect on how easy it is to hit the target, with distant targets generally being harder to hit.

The various weapons mounted on a 'Mech fire different distances before becoming ineffective. The maximum distance a weapon can fire for damage is called its maximum range. Any 'Mech at this number of hexes or closer can be damaged by a successful shot; any Mech farther away cannot be damaged by that weapon.

Furthermore, each weapon is easier to fire successfully as the target gets closer. There are three range groups for each weapon: short range, medium range, and long range. These range groups depend on the characteristics of the weapon, and it is unusual for two weapons to have exactly the same range groups. The range of the target is compared to the range groups for the weapon being fired. The range group that includes the target determines how easy a successful shot will be. The table below gives the range groups for the weapons on a Chameleon Training 'Mech.

Weapon Ranges For Chameleon Training 'Mech				
Weapon	Short	Medium	Long	Out Of Range
Small Laser	1	2	3	4+
Medium Laser	1-3	4-6	7-9	10+
Large Laser	1-5	6-10	11-15	16+
Machine Gun	1	2	3	4+

For example, a Chameleon has a target at four hexes away. This means that its small lasers and machine gun cannot hit the target, because the target is out of range for these weapons. The target is in the medium range of the medium lasers, and in the short range of the large laser.

FIRING WEAPONS

After a player has determined that a target is within range of weapons that can bear on the target, and that there is a clear line of sight to the target, firing can begin. He counts the range. Then, for each weapon he will fire, he checks to see if the firing is more difficult than normal because of terrain, movement, or range, and then rolls two dice to see if he hit the target. In general, the more difficult the target, because of distance (range), concealment by terrain, or movement, the more difficult a successful shot will be.

The first step is to determine the Base To-Hit Number of the 'Mech's weaponry; this is determined by the range. That means that the player must count the range and consult the weapon table for each weapon he intends to fire. Then, this number is increased if either 'Mech is concealed by terrain and if either 'Mech moved. This will give a Modified To-Hit Number. The attacker rolls the dice. If the number rolled is equal to or greater than the Modified To-Hit Number, the shot hit. If the modifiers make the Modified To-Hit Number 13 or more, the attack is automatically a miss.

THE HOUSE OF STEINER

Ruler: Katrina Steiner, *Archon of the Lyran Commonwealth and Duchess of Tharkad*

Despite a number of humiliating defeats in the Succession Wars, the House of Steiner remains powerful because of its control over several of the old League's most important worlds, including the BattleMech manufacturing plants on Hesperus II. Although the factories themselves were thoroughly gutted during the First War, several maintenance facilities and storage depots remained intact. Naturally, the Hesperus system has been the target of countless offensives by all four other Houses.

Katrina Steiner distinguished herself while commanding a BattleMech regiment during the tenth battle of Hesperus, and, after the abdication of her uncle Alessandro, she was elected Archon of the Commonwealth. While maintaining the claim of her House to the title of First Lord, Katrina has urged a reconciliation among the Successor Houses. Her proposals have been rejected out of hand by the Houses of Liao, Marik, and Kurita. She has survived at least four assassination attempts, two of which are known to have been orchestrated by members of her own family. Her daughter Melissa has been chosen as Archon-Designate.=



HOUSE STEINER

THE HOUSE OF MARIK

Ruler: Janos Marik, *Captain-General of the Free Worlds League and Duke of Atreus*

The House of Marik rules a territory troubled by frequent civil war and disorder. Since Janos Marik assumed power as Captain-General, two of his brothers and several of his military commanders have rebelled against his authority. They have all been crushed, but only after costly and time-consuming campaigns. As a result, Marik has had little opportunity to lead his troops in battle against the other houses. Recently, emissaries from Takashi Kurita have convinced him that the House of Davion is responsible for the civil strife within his realm. Consequently, the Captain-General has joined Kurita and Liao in an uneasy coalition.

In truth, however, Janos Marik is himself to blame for much of the disorder in the Free Worlds League. Although it is obviously impossible, he has tried to administer all of his far-flung territories from the court on Atreus. Naturally, this has alienated many of the powerful Dukes throughout his territory. They resent his attempts to usurp their power, and many of them trust him less than they do the other four Successor Warlords.



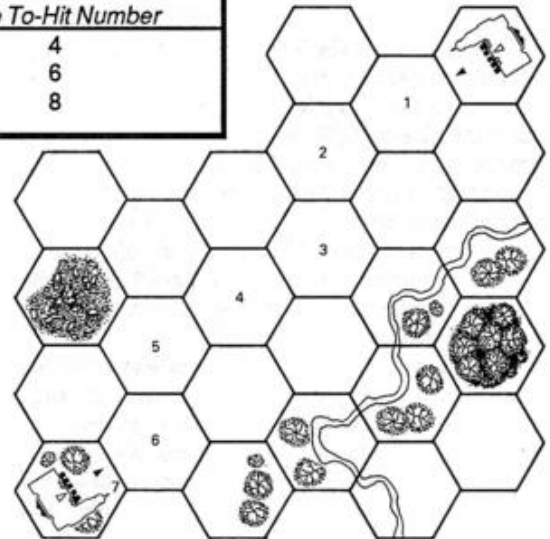
HOUSE MARIK

Base To-Hit Number

To find the Base To-Hit Number, first count the range between the attacking 'Mech and its target, using the shortest path and counting the target's hex but not the attacker's. Next, consult the Weapons Table for the weapon being fired. Find that range in the row of numbers for the weapon, and determine if the range is short, medium, long, or out of range. This Base To-Hit Number will be modified by terrain and by movement.

Base To-Hit Numbers Table	
Range Group	Base To-Hit Number
Short	4
Medium	6
Long	8

A Chameleon standing on open ground has a target seven hexes away in light woods. There is a clear line of sight between the two 'Mechs. Consulting the Weapons Table, the attacking player determines the Base To-Hit Number for each of his weapons. These are given in the table below.



Chameleon Weapon Table for Range of 7		
Weapon	Range Group	Base To-Hit Number
Small Laser	Out Of Range	No Shot Possible
Medium Laser	Long Range	8
Large Laser	Medium Range	6
Machine Gun	Out Of Range	No Shot Possible

Movement Modifiers

The Base To-Hit Number will be modified by the movement of either or both 'Mechs. These modifiers can be found in the table below. They are cumulative, which means that they add together to make firing more difficult.

Movement Modifiers Table		
BattleMech	Movement	Modifier
<u>Attacker</u>	Stationary	None
	Walked	+1
	Ran	+2
	Jumped	+3
<u>Target</u>	Moved 0 - 2 Hexes	None
	Moved 3 - 4 Hexes	+1
	Moved 5 - 6 Hexes	+2
	Moved 7 - 9 Hexes	+3
	Jumped (add to above)	+1

During the Movement Phase, the attacking Chameleon from the example above walked (+1 modifier) and the target moved a total of 4 hexes (+1 modifier). As a result, the movement modifier is +2. This is added to the Base To-Hit Number. This means that the attacker can fire his medium laser with a Modified To-Hit Number of 10, and his large laser with a Modified To-Hit Number of 8.

Terrain Modifiers

Terrain between the attacker and the target can make it harder to make a successful attack. In BattleMech Training, the only types of terrain that have such an effect are heavy woods and light woods, and the effects they have are detailed in the paragraphs below.

Light Woods: If the target is occupying a hex of light woods, add a +1 terrain modifier.

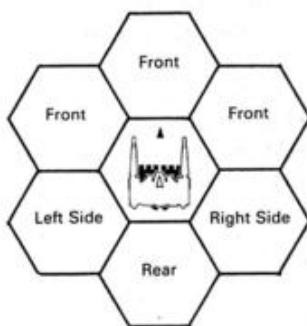
Heavy Woods: If the target occupies a hex of heavy woods, add a +2 terrain modifier.

In the previous example, the target occupies a light woods hex, and so there will be a +1 terrain modifier to the To-Hit Number. That means that the Modified To-Hit Number for the medium laser is 11. The Modified To-Hit Number for the large laser is 9, which means that the player commanding the attacker must roll a 10, 11 or 12 to hit; anything less will miss the target.

HIT LOCATION

Hexside Hit

When an attack hits its target, it hits either the front, back, left, or right side of the target, and the attacking player must determine what part of the target his weapon or missiles hit. First, lay a straightedge from the center of the attacker's hex to the center of the target's hex. Find the hexside crossed by the straightedge on the accompanying diagram to find the side of the BattleMech hit by the fire. If the straightedge exactly crosses the joint between two sides, the defender chooses which side is hit by the attack.



Determining Hit Location

To determine the exact location of the hit, the attacker should roll both dice and consult the Hit Location Table. In this table, there is one column for the right side, one for the left side and one for the front or back. Some of the damage location results state that the hit is a critical hit; this is discussed below. For BattleMech Training, a separate hit location roll should be made for every weapon that hits.

Hit Location Table			
Dice Roll	Left Side	Front/Back	Right Side
2	Lt. Torso (Critical)	Center Torso (Critical)	Rt. Torso (Critical)
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Leg
7	Left Torso	Center Torso	Right Torso
8	Center Torso	Left Torso	Center Torso
9	Right Torso	Left Leg	Left Torso
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

The Chameleon hits its target with its large laser. The straightedge shows that the attack is being made against the target's left side. The attacking player rolls to determine hit location. His roll is an 8. Consulting the column for left-side hits, he determines that his large laser hits the target's center torso.

THE HOUSE OF LIAO

Ruler: Maximilian Liao,
Chancellor of the Capellan
Confederation and Duke of Sian

Maximilian Liao is the leader of the weakest of the five Successor Houses. Two centuries of war and near-constant defeat have stripped the Confederation of half its territory and many of its most valuable star systems. Liao believes that his BattleMech regiments are not capable of fighting a prolonged, offensive war against any of the other Houses, and especially not against Hanse Davion's troops. However, Liao is convinced that he holds the balance of power among the other Successor States, and that he can emerge from the chaos of a general war as the First Lord of a new Star League. As a result, he has joined Kurita and Marik in an alliance directed primarily against the House of Davion.

In addition, his agents have been busy trying to persuade Michael Hasek-Davion, the Duke of New Syrtis, to betray his liege lord. Liao is believed to have offered to recognize Michael as the legitimate Prince of the Federated Suns, in exchange for his support against loyal Davion garrisons along the frontier.∞



HOUSE LIAO



DETERMINING DAMAGE

If the attacker makes a successful shot, he must see how much damage his shot will inflict on the target. This depends on the damage that the weapon can do and the Armor Value of the target.

Damage Value

Every weapon gives the damage listed in the Weapons Table. With the ranged weapons available on the Chameleon, the damage values depend on the size of the weapon. For missile weapons, the damage depends on how many missiles hit, as explained in **Advanced Gunnery**.

Armor Value

BattleMechs are also rated for the amount of armor they carry. This is called the Armor Value. The armor is thicker on some parts of the 'Mech. For example, the armor in the rear of the 'Mech is not as strong as that in the front, and so when attacks come from the rear, the target's armor is destroyed more quickly. The Armor Diagram on the Record Sheet shows the strength of the armor. The more boxes of armor, the stronger it is.

Recording Damage

As the 'Mech takes damage in a location, the boxes for the armor in that location are crossed off, one box for each point of damage. This will show the armor getting weaker and weaker. When no armor remains, the next hit will damage the internal parts of the 'Mech.

In **BattleMech Training**, which only simulates actual battle conditions for training purposes, the 'Mechs are not destroyed. Instead, their computers are programmed to shut down a part when it has been damaged.

This means that when all the boxes at a given location on the Armor Diagram have been crossed off, that part of the 'Mech's body has been damaged and all of its functions are lost. This also means that any weapons and heat sinks in that location will no longer work.

Damage Effects

When the left or right torso is destroyed, the arm on that side will no longer work. When a leg has been destroyed, the 'Mech can still walk and run, but only at half speed; it cannot jump, because the leg is no longer strong enough for the impact of landing. When the head or the center torso has been damaged, the 'Mech is destroyed.

Transferring Damage

If the attacker rolls a hit on a location already destroyed, the damage from his attack is transferred to the next logical part of the target. Damage to a missing arm or leg is transferred to the torso on the same side (left leg damage transferred to left torso, etc.). Damage to a side torso goes to the center torso.

Critical Hits

When a 2 is rolled for hit location, there is a chance for a critical hit. Roll the two dice. If the roll is 8 or more, the target has been critically hit. If the hit location was the center torso, the 'Mech has been destroyed. If the hit location was the right or left torso, that part has been destroyed; all weapons and heat sinks there have been destroyed as well, and the arm on that side will no longer function.

A Chameleon's front center torso is hit by a machine gun (Damage Value 2), two small lasers (Damage Value 3 each, or 6 total), and a large laser (Damage Value 8). Up to this point, it had lost none of its Armor Value of 20 in the center torso. The machine gun hit reduces the Armor Value by 2, and so 2 boxes are crossed off. The small laser hits knock off an Armor Value of 6, and 6 more boxes are crossed off, leaving 12 boxes left. Then the large laser reduces the Armor Value by another 8 points. The Chameleon's remaining armor has an Armor Value of 4 (4 boxes left).

The next time the front center torso is hit, there will only be a small amount of armor to stop the damage, and probably the 'Mech will be destroyed.

GAME SETUP

This section of the rule book contains the information needed to fire all the weapons available to a BattleMech in actual combat. The rules in this section are meant to be added to the rules given in **BattleMech Training**. Some of the rules here are advanced versions of the rules there, more complex for added excitement and realism. The weapon lists are longer, and the damage and heat effects are more detailed.

In general, these rules assume that the player has a working knowledge of **BattleMech Training**, and only additions or changes to the basic rules are covered here. Rules that do not change are not duplicated.

COMPONENTS NEEDED

Advanced Gunnery uses all the components as the basic game. In addition, it uses the Detailed Record Sheet to keep track of damage and heat.

DETAILED RECORD SHEET

The Detailed Record Sheet differs from the Training Record Sheet in three ways. First, there are two diagrams of the BattleMech at the top. Second, there are more lines for recording the equipment in each damage location. Third, there is a long row of boxes on the right-hand side for keeping track of the heat. These alterations are discussed in the paragraphs below.

Internal Structure Diagram

The smaller of the two BattleMech diagrams is the Internal Structure Diagram. It shows the division of the BattleMech's internal structure. Like the boxes on the Armor Diagram, these boxes are used to keep track of battle damage to the 'Mech's internal structure.

Equipment Charts

The Equipment Charts are used to record hits on each important body segment, including the head, legs, arms, and torso. The relative importance of any single piece of equipment is shown by the number of lines it takes up on these charts. When the 'Mech takes a critical hit, the Equipment Chart for that location is used to determine just which piece of equipment is destroyed.

Heat Scale

The Heat Scale, a column of numbered boxes, is used to keep track of internal heat buildup in each 'Mech. As heat builds up, these boxes are checked off from low to high. When enough heat has built up, the comments beside the boxes tell what effect the heat has on the 'Mech.

GAME SETUP

The game setup for **Advanced Gunnery** is almost identical to that for the basic game, but before starting play, the players must have a Detailed Record Sheet for each 'Mech they will control in the game.

In the pull-out section, a blank Detailed Record Sheet has been provided. This may be photocopied for personal use. The section on BattleMech Design tells how to fill out the Detailed Record Sheet.



THE MERCENARY COMPANIES

Although the five Successor Houses can each field large numbers of regular troops, they also rely heavily on independent mercenary outfits. They vary widely in size and quality, but not in motivation. These mercenary units will fight for whichever Successor State offers them the highest pay. Many were once regiments in the Star League's Regular Army, whereas others have been formed out by wandering soldiers from beyond the Periphery or by deserters from the armies of the Successor States. Some of the most famous, or infamous, mercenary units are described in the paragraphs below.



MERCENARIES

BATTLEMECH LANCES

One of the most substantial changes in the play of **Advanced Gunnery** is the idea that there will be many 'Mechs in the battle, instead of only two. BattleTech is best played as competing teams with approximately the same number of players on a team. Each team has one or more lances of four BattleMechs, which means that there will be eight or more 'Mechs in a battle, even if there are only two players.

INITIATIVE

Initiative for movement and firing is based on the team system, with only one roll being made per team. Thus, for any one game turn, all the 'Mechs on a team have the initiative over their opponents. If one team had to move every 'Mech before any of the 'Mechs on the opposing team moved, however, this would be unfair.

Thus, in movement and declaring fire, the team that loses the initiative chooses one 'Mech to move or declare first. Then the team that wins the initiative chooses one to move or declare. The movement or declaring of fire alternates back and forth to keep the effects of the initiative roll from being too devastating.

If the team that lost the initiative has fewer 'Mechs than the team that won it, or the other way around, the team with the greater number of 'Mechs may have to move more than one at a time, to keep the balance. How this is done is up to the players, who should keep in mind that the intention is to give a slight advantage for winning the initiative, but not a great one. In all cases, the last 'Mech to move or declare fire should be from the side that won the initiative.

Torso twisting (see the Movement Rules) uses reverse initiative, with the team that won the initiative twisting one 'Mech's torso before the team that lost. The intention here is to allow the team that lost the initiative to react to their opponents movement. This further serves to minimize the effects of the initiative roll.

SEQUENCE OF PLAY

Initiative Phase

1. One player from each team rolls both dice for his team's initiative. The team with the higher roll has the initiative throughout the turn.

Movement Phase

2. The team that lost the initiative moves one 'Mech; which 'Mech to move is up to the team members to decide.

3. The team that won the initiative moves one 'Mech. Movement alternates until all 'Mechs have been moved. The team that won the initiative is the last to move one of its 'Mechs.

Reaction Phase

4. The team that won the initiative twists the torso of its 'Mechs one hexside either way, if the players choose to react to their opponent's movement.

5. The team that lost the initiative chooses a 'Mech and twist its torso in reaction to opposing movement. Reaction twists alternate until all 'Mechs have twisted their torsos. The team that lost the initiative is last to twist a torso.

Attack Phase

6. The team that lost the initiative chooses a 'Mech that will declare fire first. The player controlling that 'Mech declares any attacks he plans to make using his BattleMech's weaponry.

7. The team that won the initiative chooses a 'Mech that will declare fire next. The player controlling that 'Mech declares his attacks. Declaring targets alternates until all fire has been declared. The team that won the initiative is the last to declare.

8. Weapon fire is resolved, one 'Mech at a time. The order does not matter, but all the weapon attacks by one 'Mech should be resolved before any other 'Mech's are resolved.

9. Damage from weapon attacks takes effect. Although damage is recorded as attacks are resolved, it does not affect the 'Mech until after all weapons attacks have been resolved, when all damage takes effect at once.

Heat Phase

10. Players adjust their Heat Scales to reflect any heat built up or lost during the game turn. Any temporary or permanent damage caused by excessive internal heat goes into effect during this phase.

End Phase

11. Steps 1 through 10 are repeated until only one team's BattleMechs are left. The team with the last surviving 'Mech is the winner. If the last 'Mechs from each team are destroyed simultaneously, the game is a tie.

MOVEMENT

The movement rules for **Advanced Gunnery** are identical to those used in **BattleMech Training**, with the addition of rules for twisting the torso.

REACTING TO MOVEMENT

After all 'Mechs have been moved, the players may choose to twist the torso of their 'Mech one hexside right or left to react to the movement of the other 'Mechs. The feet of the 'Mech remain pointed in the same direction as at the end of the Movement Phase, but the torso, including the head and arms, may twist right or left to give a new field of fire. Twisting the torso does not cost any movement points. It is a reaction to movement, and so the team that lost the initiative reacts last.

This new field of fire prevents one 'Mech from sneaking up behind another to deliver a blow from the weakly protected and armored rear side. It also allows the 'Mech to present its heavily-armored front side to face incoming fire.

After the turn, in the Movement Phase of the next game turn, the 'Mech continues to move in the direction its feet were facing. The direction the torso was facing does not affect the next turn's movement in any way.

PILOTING SKILL ROLLS

The following table shows the modifiers for *Piloting Skill Rolls*, revised to include detailed damage.

Piloting Skill Roll Table	
<i>BattleMech's Situation</i>	<i>Modifier</i>
Damage To 'Mech	
'Mech Takes 20 Damage Points In 1 Turn	+1
'Mech's Reactor Shut Down	+3
Per Leg Actuator Destroyed	+1
Per Hip Critical Hit (2 Maximum)	+2
'Mech's Gyro Hit	+3
'Mech's Actions	
'Mech Entering/Leaving Depth 1 Water	-1
'Mech Entering/Leaving Depth 2 Water	None
'Mech Entering/Leaving Depth 3 Water	+1
'Mech Trying To Get Up	None
MechWarrior Attempting To Avoid Damage	
Per Elevation Level Fallen	+1
'Mech Runs With Gyro Hit	None
'Mech Jumps With Gyro Hit	None

WEAPON COMBAT

In **Advanced Gunnery**, weapons inflict damage on the outer armor covering every 'Mech, just as in **BattleMech Training**, but here, when all the armor points in a location are gone, any remaining damage affects the internal structure of the 'Mech. Every attack that penetrates the armor of a 'Mech has a chance to be a critical hit.

Attack success is determined as usual. Once a successful attack has been made, the damage location is determined as usual, and the damage is recorded as in **BattleMech Training**, with the exception of recording damage to the Internal Structure.

HANSEN'S ROUGHRIDERS

The Roughriders are commanded by Colonel Gerhardt Hansen, once a regimental commander in the service of the Free Worlds. He rebelled against Janos Marik and was forced into exile after the battle of Ilium V. Most of his old regiment followed him, and Hansen used them to form the core of this mercenary unit. The Roughriders prefer close combat, and many of the regiment's companies are composed entirely of heavy BattleMechs. The Roughriders are famed for their attack on New Olympia, a heavily-garrisoned world owned by the House of Marik. In three weeks of almost continuous combat, they annihilated two enemy regiments before being forced to retreat off-planet. They are now in the service of the House of Steiner.



ROUGHRIDERS

THE ERIDANI LIGHT HORSE

Once part of the Star League's Regular Army, this regiment refused to follow General Kerensky into self-imposed exile at the beginning of the Succession Wars. Instead, its officers and men renounced their allegiance to the League and offered their services as mercenaries to the House of Kurita. Since that time, the regiment has worked for several different masters. The Eridani Light Horse was organized as a raiding and reconnaissance force, and most of its BattleMechs are either light or medium. Only one of its battalions contains any heavy 'Mechs. The Light Horse is now based in the Federated Suns, under long-term contract to the House of Davion. ~



ERIDANI

The **Advanced Gunnery** combat rules detail the assortment of energy weapons, ballistic weapons, and missile launchers available to a BattleMech. Every weapon has its own short, medium, and long range, its own damage effects, and its own heat generation rating. In addition, the 'Mech has limited ammunition available for its missile launchers and ballistic weapons. The characteristics of each weapon are listed in the Weapons Table.

A change in the firing arc rules takes advantage of the 'Mech's ability to turn its torso and of the ability of the arms to extend the firing arc for arm-mounted weapons. The line of sight rules deal with the concealing effects of terrain.

Rules for missile fire and detailed hit location are provided, and the way that damage is recorded and its effects are applied is completely different than in **BattleMech Training**.

Damage may be given to the MechWarrior, either through critical hits or through falling damage. This is also discussed.

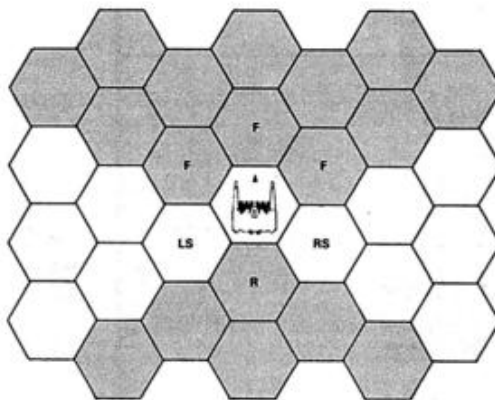
PICKING A TARGET

Picking a target to shoot at in **Advanced Gunnery** is somewhat more difficult than doing the same thing in the training game. In this game, there are many more factors to consider.

Firing Arcs

The firing arcs in **Advanced Gunnery** take advantage of the special nature of arm-mounted weapons. There are four basic firing arcs: the front and rear arcs (identical to the ones in **BattleMech Training**), and the right and left side arcs. The diagram shows all four of these arcs.

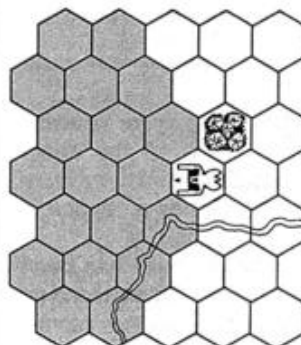
Weapons mounted on the forward torso may only fire into the forward arc. Weapons mounted on the right arm or held in the right hand can fire into the forward arc or into the right side arc (abbreviated RS). Weapons mounted on the rear torso may fire only into the rear arc. Weapons mounted on the left arm may fire into the forward arc and into the left side arc (abbreviated LS).



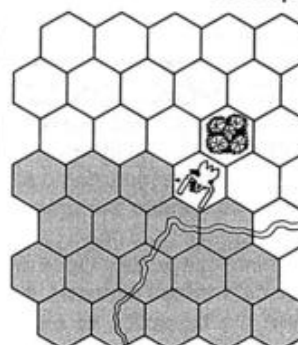
Rotating The Firing Arcs

Each BattleMech can rotate its torso one hexside to the left or right, while keeping its feet where they are. This means that the 'Mech can move in one direction, but fire in another. A 'Mech's firing arcs depend on which way its torso is turned, and only partly on which way its feet are pointing.

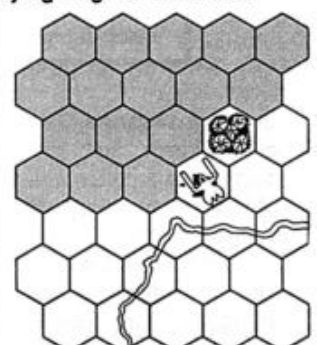
The forward firing arc for a BattleMech that has its torso facing forward is identical to the firing arc in the basic game. When the 'Mech's torso rotates, however, the forward firing arc moves, too. The accompanying diagram show this.



Torso Forward



Torso Twisted Left



Torso Twisted Right

Line-of-Sight

In **Advanced Gunnery**, heavy woods and light woods do not block the line of sight entirely as they do in **BattleMech Training**. It is possible to shoot into and through woods hexes, although they modify the To-Hit Number. Elevation differences affect line of sight more dramatically.

Intervening Low Hill: A Level 1 hill between the attacker and its target usually has no effect on the line-of-sight. If the target is very close to the hill, however, in the hex right behind it, the hill provides partial concealment. In this case, a shot is still possible at the partly-concealed target, but there is a modifier to the To-Hit Number and a restriction on which parts of the 'Mech may be hit.

Intervening High Ridge: A Level 2 ridge or bluff almost always blocks line of sight. The only time when this might not occur is when the attacker and the target are at widely differing elevations or are themselves both at Level 1 or higher. In this case, the ridge will provide partial concealment; a shot will still be possible, but there will be a modifier to the To-Hit Number and restrictions on what parts of the 'Mech may be hit.

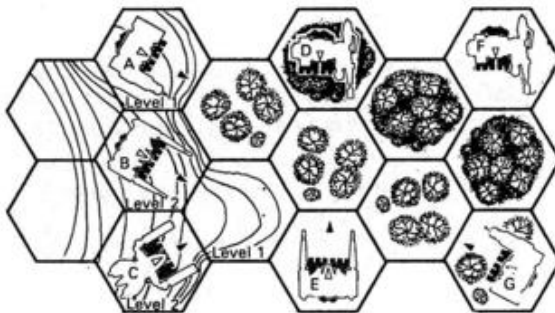
Hill-Crest Dead Zones: The dead zone behind or below the crest of a hill also may block line of sight. If the attacker is shooting uphill at more than one hex range, the line-of-sight will be blocked if the hex next to the attacker is as high as the hex occupied by the target. If the attacker is shooting downhill at more than one hex range, the line-of-sight will be blocked if the target is directly behind a hex as high as the attacker's hex. The number of hexes protected by the dead zone depends on the height of the hill, as shown by the diagram.

Light Woods: Light Woods hexes do not totally block line-of-sight unless there are three or more between 'Mechs. This does not include the terrain of hexes occupied by either 'Mech.

Heavy Woods: A single Heavy Woods hex in between opposing 'Mechs will not block line-of-sight. If the line-of-sight passes through two Heavy Woods hexes, then it is blocked. This does not include the terrain of the hex either 'Mech is in. For purposes of line-of-sight, a heavy woods hex counts as two Light Woods hexes.

Water: A Depth 1 water hex partly conceals a 'Mech standing in it. There is a concealment modifier to the To-Hit Number, and only part of the 'Mech is a legitimate target. A water hex of Depth 2 or deeper completely blocks line of sight to a 'Mech standing in it.

The diagram shows some of the principles governing line-of-sight in operation. A 'Mech in Hex A can see 'Mechs in Hexes B, D, and E. It cannot see the 'Mech in Hex F because there is a Light Woods hex and a Heavy Woods hex in between. This will cause the 'Mech in Hex F to be blocked from all 'Mechs except D and G. It cannot see the 'Mech in Hex G because there are 3 Light Woods hexes between the two 'Mechs, and it cannot see the 'Mech in Hex C because the elevation of Hex B causes Hex C to be Dead Ground.



The 'Mech in Hex C cannot see the 'Mech in Hex A because the hill crests too close to C. It does, however, have an unblocked line-of-sight to the 'Mechs in Hexes B, D, E, and G. The combination of Light and Heavy woods hexes block line-of-sight to Hex F.

Range

The ranges for all weapons are listed in the Weapons Table. A weapon's maximum range is divided into thirds for its short, medium, and long ranges.

Some weapons, like particle beam projector cannons, auto-cannons, and long-range missiles, are designed for targeting at longer ranges. When these are used at very-close-range targets, they lose considerable effectiveness. This minimum effective range is listed in the Weapons Table. The number given is the range at

WOLF'S DRAGOONS

This mercenary company is commanded by Colonel Jaime Wolf. It first appeared in the Successor States nearly 20 years ago. Since that time, the Dragoons have fought under the banners of all five Houses. The Dragoon's BattleMechs are very well equipped, and is rumored that Colonel Wolf's dragoons have a well-stocked base somewhere outside the Successor States. The company is renowned for its gallant and determined assault on Hesperus II. Although the Dragoons were defeated, Katrina Steiner chose to hire them herself. The Dragoons are now in the pay of the House of Kurita.~



DRAGOONS

THE 21ST CENTAURI LANCERS

The lancers are commanded by Colonel Thaddeus Kusaka. Although once a Regular Army regiment, the Lancers went over to the House of Liao shortly before the start of the First Succession war. They served the Capellan Confederation for over 60 years, until a dispute over pay prompted them to mutiny. Their colonel remained loyal to the House of Liao, but a group of his officers deposed him and elected Shiro Kusaka as their new leader. Thaddeus Kusaka is Shiro's direct descendant. The Lancers have acted as free mercenaries in the 150 years since their mutiny. The heavy BattleMech mercenary company is now in the employ of the House of Marik.



21st LANCERS

which the weapon becomes less effective than normal, and the minimum range modifier to the To-Hit Number will reflect this.

For example, the particle beam projector cannon is listed as having a short range of 1 - 6 hexes, a medium range of 7 - 12 hexes, and a long range of 13 - 18 hexes. The minimum range is 3 hexes. This means that the cannon is not very effective at 1, 2, or 3 hexes, becoming most effective at 4 hexes.

MULTIPLE TARGETS

Not all of a 'Mech's front- and arm-mounted weapons may fire at the same time unless the target falls in the same field of view. Because the weapons that fire forward have such wide arcs, it is possible for legitimate target of one weapon to be out of the firing arc of another.

For a 'Mech to fire at more than one target, the multiple targets must fall in a 120 degree arc. On the Terrain Mapsheet, this arc spreads outward from any one of the front hexes and the hex on either side, so that it touches three of the hexsides of the hex where the 'Mech is standing.

Because the torso can twist one hexside to either side of front, there are two more fields of view possible.

All the front-torso-mounted or arm-mounted weapons may fire into the hexes in these fields of view.

FIRING WEAPONS

Base To-Hit Number

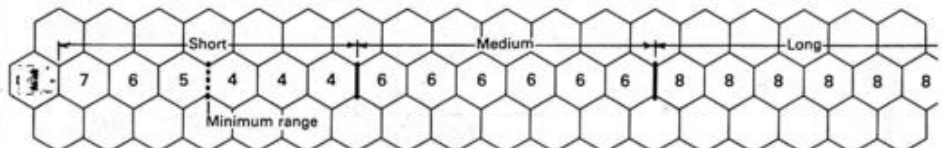
The Base To-Hit Number for all weapons depends on the range and the Warrior's *Gunnery* Skill. For every *Gunnery* Skill level above or below 4, the Base To-Hit Number is increased or decreased a like amount.

A MechWarrior with a *Gunnery* Skill of 4 would not change the Base To-Hit Numbers. A MechWarrior with a *Gunnery* Skill of 3 would subtract 1 to all Base To-Hit Numbers. A MechWarrior with a *Gunnery* Skill of 5 would add 1 to all Base To-Hit Numbers.

Minimum Range Modifier

The minimum effective range given in the Weapons Table is the hex at which the To-Hit Number is modified by +1. For every hex closer, the modifier is increased by 1, so that the Minimum Range Modifier for some weapons is greater at very close ranges than at maximum range.

A particle projector cannon has a minimum effective range of 3 hexes. If a Warhammer is firing it at a Crusader 3 hexes away, it has a Minimum Range Modifier of +1. If however, it is fired at a target only 2 hexes away, the modifier is +2, and if the target is 1 hex away, the modifier is +3. This is shown in the diagram.



If the Warhammer in our previous example allows its target to get only 2 hexes away, its To-Hit Number will be modified because the target is within its minimum effective range. The Base To-Hit Number is 4 because the target is at short range, and the Minimum Range Modifier is +2. This makes the Modified To-Hit Number a 6, the same as if the 'Mech were at medium Range!

Movement Modifiers

In **Advanced Gunnery**, the To-Hit Number is modified by the movement of the attacking BattleMech and its target just as in **BattleMech Training**. In addition, there are modifiers for 'Mechs firing from the prone position and attacks against prone 'Mechs; these modifiers are detailed in the section on *Prone 'Mechs And Weapons Fire*.

Terrain Modifiers

MechWarriors in **Advanced Gunnery** are much more able to deal with the effects of terrain on combat. It is not impossible to shoot through light and heavy woods, but the more hexes of woods are between the attacker and the target, the

more difficult it will be to make successful hits. Water makes it harder or easier to hit, depending on which 'Mech is in the water hex. Partial cover because of elevation also gives a Terrain Modifier. All of these cases are below:

Light Woods: The Terrain Modifier is +1 per hex of light woods between the attacker and its target. There is an additional Terrain Modifier of +1 if the target occupies a light woods hex. There is no modifier for terrain in the attacker's hex.

Heavy Woods: The Terrain Modifier is +2 per hex of heavy woods between the attacker and its target. There is an additional Terrain Modifier of +2 if the target occupies a heavy woods hex. There is no modifier for terrain in the attacker's hex.

Water: There is a Terrain Modifier of -1 if the target is in a water hex. The *Punch Damage Location Table* is used to determine damage location.

Partial Cover: There is a Terrain Modifier of +3 if a target is partially concealed, as discussed in the *Line-Of-Sight* section. If hit use the punch damage location table.

One hex of heavy woods (+2 modifier) and two hexes of light woods (+2 modifier) stand between the Warhammer and its target, which occupies a water hex (-1 modifier). This makes the Terrain Modifier +3 (2 + 2 - 1 = 3).

Modified To-Hit Number

The Modified To-Hit Number is the Base To-Hit Number plus all modifiers for range, minimum range, movement, and concealment. If it is 13 or greater, the shot is an automatic miss.

In our example, the Warhammer fires its particle beam projector cannon at a Crusader 2 hexes away (+2 Minimum Range Modifier), with 2 hexes of heavy woods giving the Crusader cover (+4 Terrain Modifier). The Warhammer walked (+1 Movement Modifier), and the Crusader jumped (+1 Movement Modifier) 6 hexes (+2 Movement Modifier). This makes the Modified To-Hit Number 14 (4 + 2 + 4 + 1 + 1 + 2 = 14), which makes the shot an automatic miss.

To-Hit Roll

The To-Hit Roll is made with both dice, just as in **BattleMech Training**. If the number rolled is equal to or greater than the Modified To-Hit Number, the shot is successful.

Missile Hits

When a missile launcher attack is successful, the damage depends on exactly how many of the fired missiles actually reached the target. During the Succession Wars, missile guidance technology for tactical combat is extremely primitive and not at all certain.

The Modified To-Hit Number is calculated and the To-Hit Roll made, just as with other weapons, but the combat procedure has one extra step. If a missile launcher attack hits its target, the attacking player must then roll the dice and consult the table below to find out how many missiles hit.

Missile Hit Table								
Dice Roll	Number of Missiles Fired							
	2	4	5	6	10	15	20	
2	1	1	1	2	3	5	6	
3	1	2	2	2	3	5	6	
4	1	2	2	3	4	6	9	
5	1	2	3	3	6	9	12	
6	1	2	3	4	6	9	12	
7	1	3	3	4	6	9	12	
8	2	3	3	4	6	9	12	
9	2	3	4	5	8	12	16	
10	2	3	4	5	8	12	16	
11	2	4	5	6	10	15	20	
12	2	4	5	6	10	15	20	

Our Warhammer fires its 6-pack short-range missile launcher and hits its target, the Crusader. The attack was successful, and so the attacking player must now determine how many of his 6 missiles actually hit the Crusader. He rolls an 8, and cross-references this roll along the left of the table with the 6 missiles he fires along the top to find 4 of his 6 missiles reach their target. If he'd rolled a 2, only 2 missiles would have hit the Crusader!

Ammunition

Missile launchers, machine guns, and auto cannons possess limited amounts of ammunition. The Record Sheet for each BattleMech should indicate the number of times a given weapon can fire before it is out of ammunition. The player should keep a tally on the Record Sheet, making a check mark every time the weapon is

Lindon's Company is a small force of light and medium BattleMechs commanded by Camtain Owen Lindon. They are the survivors of another mercenary outfit, Reily's Armored Cavalry Regiment. Ten years ago, while under contract to the House of Kurita, Reily and his men were sent on a deep penetration raid against Driscoll's World. Although they were promised support, their reinforcements never showed up. Instead, Takashi Kurita used Reily's raid as a diversion while his own BattleMechs occupied a planet closer to the frontier. Outnumbered by more than 3 to 1, the mercenaries were cut to pieces. Lindon and a few survivors managed to retreat off-world. They fled to the Federated Suns and hired on with the House of Davion.



LINDON'S COMPANY

THE BANDIT KINGS

The petty warlords, bandits, and pirates who rule many of the worlds surrounding the Successor States are commonly called the "Bandit Kings of the Periphery". Most bandit kings rule only a single world and command only a small force of rattletrap BattleMechs. Some are more powerful, governing loose coalitions made up of other bandit kings and planetary overlords. Nevertheless, the Bandit Kings are a constant threat and challenge to the five Successor Houses. Their water poaching and spare parts raids force the Warlords to maintain large numbers of garrison troops along the periphery, and punitive expeditions from the Successor States are a common occurrence along the frontier.



BANDIT KINGS

fired. When the number of check marks equals the amount of ammo carried, the weapon is out of ammunition and cannot be fired for the rest of the game.

PRONE 'MECHS AND WEAPONS FIRE

Prone 'Mechs may fire weapons, and they certainly make better targets. The paragraphs below give the weapon attack rules for prone 'Mechs.

Firing When Down

A 'Mech that has fallen or dropped to the ground may fire its arm weapons, as long as both its arms are functioning. One arm will be used to support the 'Mech as it fires, and so its weapons cannot fire. The other arm will be able to fire all the weapons mounted there, and the 'Mech can fire any other one weapon mounted elsewhere on its body.

The To-Hit Modifier is +2.

Firing At Prone Targets

A 'Mech that has fallen is an easier target when at close range and more difficult target at medium and longer ranges. Any attack against a prone 'Mech made from an adjacent hex has a -2 To-Hit modifier. All other attacks have a +1 To-Hit modifier.

HIT LOCATION

BattleMech Side Hit

The procedure for determining which side of the 'Mech was hit is the same as in BattleMech Training.

Determining Hit Location

To determine the exact location of the hit, the attacker should roll both dice and consult the appropriate column of the Hit Location Table for each weapon that hits and for each short range missile that hits, just as in BattleMech Training. Long-Range Missile hits, however, are a special case, and the attacker should roll once for every five that hit the target. If the number of missiles that hit a defending 'Mech can not be evenly divided into groups of five, the attacker should make as many groups of five as he can, and roll once for those left over.

DETERMINING DAMAGE

Damage Value

Each missile does the same amount of damage at any range, but the number of missiles that hit determines how much damage a missile attack does. Long-Range Missiles have a Damage Value of 1 and Short-Range Missiles a Damage Value of 2 for each missile in the group.

Recording Damage

Every time a location is hit, the player of the target 'Mech finds the appropriate hit location shown in the Armor Diagram. He crosses off one box on the Armor Diagram for every point of damage given, just as in BattleMech Training. When all the Armor Value boxes at that location have been crossed off, the damage is transferred to the internal structure of the 'Mech, and the appropriate number of boxes are crossed off on the Internal Structure Diagram.

Destroying A 'Mech

When all the armor protecting a part of a 'Mech is gone, that part will be damaged, possibly very badly, the next time it is hit. When a hit comes in on an unarmored location, cross off one box in the Internal Structure Diagram to show each point of damage taken. When all the Internal Structure boxes in a given location have been crossed off, that part of the 'Mech's body has been destroyed and all of its functions are lost. This means that any weapons and heat sinks in that location also are lost.

A Warhammer's left arm is hit by a particle projector cannon (Damage Value 10), a large laser (Damage Value 8), and 2 groups of 5 long-range missiles (Damage Value 1 per missile, or total Damage Value 10). Up to this point, it had lost none of its Armor Value of 20 in that arm. The cannon hit reduces the Armor Value by 10, and so 10 boxes are crossed off. The laser hit knocks off an Armor Value of 8, and 8 more boxes are crossed off, leaving 2 boxes left. Then the first group of missiles reduces the Armor Value by another 5 points. The Warhammer's remaining armor has an Armor Value of 2 (2 boxes left), and so 3 points get through.

These 3 points reduce the Internal Structure Value, and so 3 boxes are crossed

off the Internal Structure Diagram, leaving only 8 boxes from the original 11. The last group of missiles reduces the Internal Structure Value by another 5 points, and 5 more boxes are crossed off the Internal Structure Diagram, leaving 3. The Warhammer's left arm is left with an Armor Value of 0 and an Internal Structure Value of only 3. If the 'Mech's left arm takes hits with a Damage Value of 3 or more, it will have been completely destroyed!

Transferring Damage

Damage to a part of the 'Mech that has been destroyed is passed to the next logical part, just as in **BattleMech Training**.

CRITICAL HITS

Every time the internal structure of a BattleMech is damaged, either by weapon attacks, by physical attacks, or by ammo pack explosions from excess heat, there is a chance for a critical hit. A critical hit does very serious damage to the BattleMech, causing it to fail in many different ways.

The exact nature of the critical hit is determined by the location of the damage, and each part of a 'Mech's body has a different set of possible critical hits. Furthermore, each different 'Mech type has different possible critical hits, depending on the array of weapons and other equipment it carries. The Equipment Tables for each BattleMech type are given on the Record Sheet for that type. The general Equipment Tables for all BattleMechs is given on the blank Detailed Record Sheet.

Determining Critical Hits

If an attacker damages a BattleMech's internal structure, he then determines if he has made a critical hit. He rolls two dice, and if his roll is equal to or greater than 8, a critical hit has been scored. The higher the roll, the more serious the damage, as shown in the table. Note that the attacker rolls for a critical hit every time the internal structure of the target is damaged, not for every point of damage given.

Critical Hit Effects Table	
Dice Roll	Effect
2 - 7	No Critical Hit
8 - 9	Roll 1 Critical Hit Location
10 - 11	Roll 2 Critical Hit Locations
12	Limb Blown Off or Roll 3 Critical Hit Locations

When an attacker inflicts a critical hit, the defending player should find the Equipment Table for the appropriate location on his Record Sheet. The defender then rolls dice for each critical hit location, and consults the table to find out exactly what damage was inflicted.

Head Or Leg Hits

If the critical hit is inflicted on the 'Mech's head or legs, only one die is rolled, giving a number from 1 to 6. Find the appropriate number on the Equipment Table for the body part hit, and read the damage effect.

Torso Or Arm Hits

If the critical hit is on the torso or arms of the 'Mech, both dice are rolled because there are more than six damage effects for each of these body parts. These effects are broken into two groups, numbered 11 - 16 and 21 - 26. The numbers showing on the dice are not simply added together. Instead, the number on one die tells which group the effect is affected, and the number on the other tells the exact effect.

The red die tells whether the result will be one of the 11 - 16 group or one of the 21 - 26 group. A 1, 2, or 3 on the red die means that the result will be in the 11 - 16 group; a 4, 5, or 6 on the red die means that the result will be in the 21 - 26 group. For example, if a 2 were rolled, the effect would be 11, 12, 13, 14, 15, or 16.

The white die will tell exactly which effect resulted. Tack on the number showing to the result from red die roll. This will create a number ranging from 11 - 16 or from 21 - 26. For example, if the red die tells that the effect is in the 21 - 26 group, and the white die roll was a 3, the effect is number 23.

If the number rolled does not have a critical hit result, roll the dice again.

HELMAR VALASEK, BANDIT KING OF SANTANDER V

Valasek was once a captain in one of Hanse Davion's BattleMech regiments. After being accused of piracy, theft, and insubordination, he and his entire company fled the Federated Suns, though not before carrying out a murderous raid on the regimental commander's family estate. Unable to sell their services to any of the other Houses, Valasek and his men eventually settled on Santander V, under the command of Tiberion Tominaga. After little more than a year, Valasek mutinied against Tiberion and killed him in a duel. He is now the undisputed master of the bone-dry world of Santander V. Valasek is impartial in his piracy, launching water and parts raids against worlds owned by both Hanse Davion and Takashi Kurita.~

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H. VALASEK

HENDRIK III, KING OF OBERON IV

Hendrik is the lineal descendant of Colonel Hendrik Grimm, the first of the Bandit Kings. The Grimm family has ruled Oberon VI for more than 170 years. In recent decades, the family's power has grown rapidly, and Hendrik III now leads a coalition of twelve other bandit kings. With several water-rich planets within his domain, Hendrik does not have to raid Successor State territory. Instead, he prefers to sell the services of his troops to the highest bidder. Although he is temporarily allied with the House of Kurita, Katrina Steiner's agents have been seen visiting Hendrik's palace.



HENDRIK III

CRITICAL HIT EFFECTS

The following paragraphs tell what effect each type of critical hit has.

Head Critical Hit: Life Support

The BattleMech's life support system keeps its pilot, the MechWarrior, alive in the middle of its own high internal heat, on airless worlds, and in hostile atmospheres. In **BattleTech**, the life support system's main function is protecting the pilot from the heat generated by its fusion reactor, movement, and weapons systems.

Any critical hit knocks this system out permanently, and the MechWarrior takes one point of damage every turn that the BattleMech's internal Heat Scale ranges from 15 - 25. The MechWarrior takes 2 points of damage for every turn that the Heat Scale is above 25.

Head Critical Hit: Cockpit

A critical hit to the cockpit destroys it, kills the MechWarrior, and puts the BattleMech out of commission for the game.

Head Critical Hit: Sensors

A critical hit to the BattleMech's sensors adds a +2 modifier to the To-Hit Number every time it shoots. A second sensors critical hit makes it impossible for the 'Mech to fire any of its weapons.

Head Critical Hit: Head Blown Off

This kills the MechWarrior and puts the BattleMech out of commission for the rest of the game. This occurs on a roll of 12 on the Critical Hit Table.

Leg Critical Hit: Hip

A hip critical hit freezes the affected leg in a straight position. The BattleMech's MP allowance is cut in half, rounding up. The 'Mech has a modifier for a successful *Piloting Skill Roll* of +2. A second critical hit to the same hip has no further effect, but a critical hit to the other leg immobilizes the 'Mech and adds another +2 modifier to its *Piloting Skill Roll*. A 'Mech with a Hip Critical Hit must make a modified *Piloting Skill Roll* every turn that it runs.

Leg Critical Hit: Actuator

A critical hit destroys the muscle (actuator) in the upper leg, lower leg, or foot. The 'Mech's movement point allowance is reduced by 1, and it will have a modifier of +1 to any *Piloting Skill Roll*. A second hit to this actuator has no effect.

Leg Critical Hit: Leg Blown Off

When a 'Mech's leg is blown off, it can no longer stand upright. This occurs on a roll of 12 on the Critical Hit Table.

Center Torso Critical Hit: Engine

BattleMech engines have 3 points of shielding. Each critical hit destroys 1 point of shielding. As shielding points are destroyed, the amount of heat escaping from the 'Mech's fusion drive increases.

The first hit increases its heat build-up by 5 points a turn. The second results in 10 points of added heat buildup, and the third destroys the engine, destroying the BattleMech. Record these hits by marking off the Engine boxes in the general information section on the Record Sheet.

Center Torso Critical Hit: Gyro

The BattleMech's gyro is one of the most sensitive pieces of onboard machinery. The gyro keeps the 'Mech upright and able to move. It can take only 2 critical hits.

After the first gyro hit, the 'Mech must make a *Piloting Skill Roll* every time it runs or jumps, and any *Piloting Skill Roll* it makes is modified by +3. The second gyro hit destroys it. If the 'Mech's gyro is destroyed, it cannot move and, if forced to make any *Piloting Skill Roll*, it will automatically fall down. Record these hits by marking off the Gyro boxes in the Critical Hit section on the Record Sheet.

Left/Right Torso Critical Hit: Shoulder

A critical hit freezes the shoulder joint. All attacks made from weapons mounted on the arm on that side have a +4 modifier to the To-Hit Number. After a shoulder hit, all other weapon fire modifiers from arm critical hits are ignored; this is not cumulative with other modifiers for arm damage.

Arm Critical Hit: Arm Actuator

A hit destroys the muscle in the 'Mech's upper or lower arm. This hit adds a

modifier of +1 to the To-Hit Number for weapons firing from that arm.

These effects are cumulative. If both the upper and lower arm actuators are destroyed, the To-Hit Number for weapons fire would be modified by +2.

Arm Critical Hit: Hand Actuator

A critical hit destroys the muscles controlling the BattleMech's wrist and hand. The 'Mech cannot pick up anything, and cannot fire hand-held weapons.

Arm Critical Hit: Arm Blown Off

A critical hit blows off the arm, including all weapons. This occurs on a roll of 12 on the Critical Table.

Weapons Critical Hit

Weapons systems are delicate and a critical hit will destroy a weapon. Each specific weapons system often occupies more than one space on a Critical Hit Table, but the weapon is destroyed the first time that it is hit. Additional critical hits to a specific weapon have no further effect. For example, a particle beam projector cannon mounted on a 'Mech's arm fills three critical hit spaces. However, the cannon is destroyed the first time it is hit.

Jump Jet Exhaust Port Critical Hit

When a jump jet exhaust port takes a critical hit, it makes it impossible for the jump jet to deliver thrust through it. This means that the 'Mech can no longer jump as far as it formerly could have. The jump jet is not damaged itself, for it is deeply protected from weapon fire to prevent the devastating explosion that would occur if it were hit. The control system senses the damage to the exhaust port, and shuts down the engine that uses it. For each exhaust port hit, reduce the number of jump movement points by 1.

Heat Sink Critical Hit

Every time a heat sink is hit, the BattleMech's ability to get rid of heat is reduced by 1 point. When all a BattleMech's heat sinks have been destroyed—either by critical hits or because the body parts on which they were located on have been shot off—every additional heat sink critical hit will increase the 'Mech's heat buildup by 1 point every turn. In time, this will shut down the 'Mech and kill the MechWarrior unless the 'Mech occupies a water hex.

An undamaged Warhammer has 16 heat sinks and can get rid of 16 heat points per turn. Every heat sink critical hit decreases this number. After 3 critical hits, the Warhammer would be able to get rid of only 13 points of heat per turn. After all the 'Mech's heat sinks have been destroyed, it will not get rid of any heat. Furthermore, if the Warhammer takes 3 more heat sink critical hits, it will actually build up 3 points of heat every turn—without any activity and without any hope of ever getting rid of its ever-increasing heat!

Ammo Critical Hit

If a critical hit destroys the ammo, it explodes. The MechWarrior will automatically take 2 damage points through his neuroimpulse helmet from the exploding systems. The BattleMech takes damage to its internal structure.

When the ammo in a hit location explodes, all the ammo in that location explodes. If the player has not stated which ammo is located in which hit location, assume that the ammo that will do the most damage is the ammo hit. The damage value of all remaining ammo is totalled and applied to the **Internal Structure Diagram**.

Obviously, it is a good idea to spread the ammo around the 'Mech's torso, arms, and legs, so that a single ammo hit does not destroy all the 'Mech's ammunition and do devastating damage.

DAMAGING A MECHWARRIOR

MechWarriors can be injured in four ways: from all head hits, from falling, from internal ammo explosions, and from heat build-up after life-support critical hits.

A MechWarrior can take 6 points of damage before dying, but it is very possible that he will be knocked unconscious long before taking that much damage. Every time the MechWarrior is damaged, the player must roll both dice and consult the table below to see if the MechWarrior remains conscious.

If the roll is equal to or greater than the Consciousness Number, the MechWarrior remains conscious. If the roll is less than the Consciousness

REDJAK RYAN, CHIEFTAN OF BUTTE HOLD

Redjack Ryan first appeared in the Successor States as the leader of one of Hendrik of Oberon's mercenary units. While working for Janos Marik, Ryan and his men got out of hand and burned many of the towns on Fianna, an agricultural world owned by the House of Marik. Before Janos and Hendrik could assemble a force to track down the renegades, Redjack Ryan and his rag-tag mob fled the Successor States and established themselves on Butte Hold, an isolated, water-poor planet just outside the Lyran Commonwealth. In the past few years, Ryan's raiding parties have hit both the Lyran Commonwealth and the Draconis Combine. If Takashi Kurita and Katrina Steiner were not at war with one another, it seems likely that a joint expeditionary force would long since have smashed the pirates at Butte Hold. =

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REDJACK RYAN

BATTLEMECH REGIMENTAL ORGANIZATION

During the Succession Wars, BattleMech armies are organized into regiments. Regiments are combined arms outfits containing heavy, light, and medium BattleMechs, aerospace fighters, and transport Dropships. Occasionally, several BattleMech regiments are combined to form a division, but only for very rare, large operations against heavily defended worlds.

The basic structure of a BattleMech regiment is triangular. That is, it is made up of smaller units in multiples of three. After several hundred years of BattleMech warfare and tactical experimentation, a standard regimental organization has evolved. In practice, few regiments are well-equipped enough to conform exactly to this standard organization, but all units in the Successor States are modeled on it.

A model BattleMech regiment is broken into the following smaller units: lance, company, battalion, regiment.

LANCE

The smallest BattleMech unit is called a lance. It is the equivalent of a 20th-century tank platoon and contains four BattleMechs: one light, one medium, and two heavy 'Mechs. A full-strength lance should have four 'Mech pilots and four 'Mech technicians. Lances are labelled with their commander's name. As an example, a BattleMech lance commanded by Lieutenant Gray is called "Gray's Lance".

Roughly a third of all lances contain two aerospace fighters in addition to their BattleMechs. These variants are called "air lances." Full-strength air lances have four 'Mech pilots, two fighter pilots, and six technicians.

ORGANIZATION

Number, the MechWarrior is knocked unconscious, and the BattleMech cannot move or fire. During the End Phase of the turn after he lost consciousness, the MechWarrior rolls again. If this roll is successful, the MechWarrior has regained consciousness and does not have to roll again unless he is hit again.

MechWarrior Consciousness Table	
Total Damage	Consciousness Number
1	3
2	5
3	7
4	10
5	11
6	Dead

Damage From Head Hits

The MechWarrior takes 1 point of damage whenever the BattleMech's head is hit, even if the hit doesn't penetrate its armor.

Damage From Falling

If his BattleMech falls down, the MechWarrior must roll both dice. If his roll is less than his *Piloting* skill, he will take 1 point of damage.

Damage From Ammo Explosion

An internal ammo explosion will cause 2 points of damage to the MechWarrior, due to the electric shock he receives through his neuroimpulse helmet.

Damage From Excess Heat

A life support systems critical hit will cause 1 point of damage to the MechWarrior for every turn that its internal heat is 15 or more on the Heat Scale. It will cause 2 points of damage for every turn that its heat is more than 25.

For example, on game turn 3, a Warhammer's head is hit by a medium laser. Although the laser does not penetrate the head's protective armor, the Warhammer's pilot takes 1 damage point. He had already taken 2 damage points and now has a total of 3 points worth of injuries. The player consults the MechWarrior Damage Table and rolls a 6, 1 point less than his pilot needed to remain conscious. The Warhammer will not be able to move or fire during game turn 4. In the End Phase of that game turn, the player rolls again. If he rolls a 7 or more, the MechWarrior regains consciousness and his BattleMech will be able to move and fire during game turn 5.

AIMED SHOTS

A shut-down 'Mech is subject to Aimed Shots by all weapons but missile launchers. When firing on a BattleMech that is shut down, the attacking player can choose any target area. If he hits, the player rolls two dice again; on a 6, 7, or 8, his shot hits the desired location. If not, he rolls normally on the appropriate Hit Location Table.

Do not use this procedure if the attacker is aiming at the BattleMech's head. In that case, add 3 to the Base To-Hit number. If the shot hits, the player rolls two dice and hits the head on an 8 or more. If he fails this die roll, he rolls normally on the Hit Location Table, ignoring all leg hits.

BATTLEMECHS AND HEAT

The way a 'Mech builds up and dissipates heat in *Advanced Gunnery* is identical to that in *BattleMech Training*. The 'Mech builds up heat whenever it moves rapidly and whenever it fires its weapons. Every 'Mech can get rid of heat through its heat sinks or by positioning itself in water.

Even so, a high rate of activity usually produces more heat than the 'Mech can dissipate. Unlike in *BattleMech Training*, which only introduced MechWarriors to the problem of heat buildup, in *Advanced Gunnery*, it is possible for a 'Mech to overheat and to continue to function. Nevertheless, there is a price to pay. As a 'Mech's internal heat increases, its movement slows down and its weapons fire becomes less accurate. If its internal heat reaches too high a level, ammunition that the 'Mech carries may explode. The 'Mech's fusion reactor may even shut down, causing the 'Mech to become inactive until the heat is reduced.

HEAT POINTS

The internal heat of a BattleMech is indicated by the number of heat points it has built up. The greater the number of heat points, the greater the internal heat. The player keeps track of the heat points built up by his 'Mech on the Detailed Record Sheet, in the string of boxes called the Heat Scale. The Heat Scale runs from 1 to 30 heat points. The BattleMech's internal heat cannot fall below 0 heat points or rise above 30. As its internal heat reaches various points on the Heat Scale, the BattleMech will suffer the adverse effects given on the scale.

Building Up Heat

Different activities build up heat at different rates. A good MechWarrior will balance the tactical value of a certain activity against the heat it will add to his 'Mech. The revised Heat Point Table gives the number of heat points built up by various activities, as shown from BattleMech Training, expanded for critical hits on the engines. It also shows the number of heat points that a 'Mech can get rid of through its heat sinks and by occupying a water hex.

Heat Point Table	
Activity	Heat Points
Walking	+1 per turn
Running	+2 per turn
Jumping	+1 per hex (min. of 3 per turn)
Trying To Stand Up	+1
Weapon Fire	Given on Weapons Chart
Heat Sinks	-1 per sink operational -1 additional for heat sink under water (6 max.)
1st Engine Critical Hit	+5 per turn afterwards
2nd Engine Critical Hit	+10 per turn afterwards

RECORDING HEAT BUILD-UP

During the Heat Phase near the end of every game turn, each player adds up the heat points built up by his BattleMech. He subtracts the heat given off by his 'Mech's heat sinks or if his 'Mech occupies a water hex. Any heat points that remain are added to the Heat Scale on the BattleMech's Record Sheet. If, however, the 'Mech gave off more heat than it built up for the turn, the difference is subtracted from its Heat Scale. It is a good idea to use a pencil on the Heat Scale, because the heat will go up and down many times during the game.

EFFECTS OF HEAT

The effects of increased internal heat cause the BattleMech to function less efficiently. It will move slower, fire less accurately, be in danger of exploding its ammunition, or even shut down. Some of these effects are permanent, and cannot be removed if the 'Mech gets rid of the built-up heat, but some will be removed when the internal heat goes down. Some of the effects may be avoided. All of the effects are explained in the paragraphs below.

Movement Effects

Subtract the number given from the 'Mech's movement point allowance. If the effect is Move -1, subtract 1 from the 'Mech's MP allowance while the heat is at or above this point on the Heat Scale.

This effect is not cumulative with any other movement lost due to heat build-up. When a BattleMech's heat build-up reaches 5 on the Heat Scale, its MP allowance is reduced by 1. When the build-up hits 10 on the Heat Scale, its MP allowance is reduced by 2, not 1 + 2.

When the heat build-up is reduced below the point at which the effect occurs, the effect is removed. If the heat build-up on the Heat Scale is enough that a similar effect has already been passed, then even though the greater effect is removed, the lesser effect is still in force. Thus, if the heat drops below 10 on the Heat Scale, the Move -2 is removed, but the Move -1 effect is still in force until the heat drops below 5.

COMPANY

Two regular lances and an air lance form a company. Companies are commanded by captains or senior lieutenants. Like lances, they are called by their commander's name. In all, companies contain 12 BattleMechs, 2 aerospace fighters, and 28 men.

BATTALION

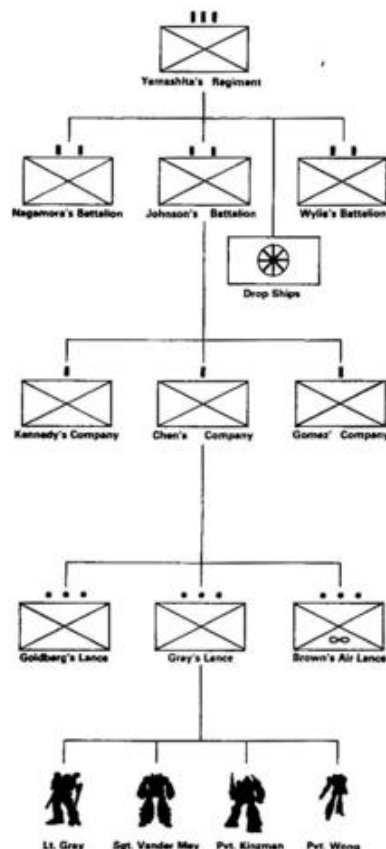
Three companies make up a battalion. Battalions are commanded by majors or by senior captains, and they are called by their commander's name. Full-strength units contain 36 'Mechs, 6 fighters, and 84 men.

REGIMENT

Three battalions plus a Dropship transport section form a BattleMech regiment. Every regiment is commanded by a colonel and contains 108 'Mechs, 18 fighters, and 252 men. Regiments are known by either a traditional title or by their colonel's name, such as "The 15th Crucis Hussars" or "Yamashita's Regiment", for example. The transport section contains enough Dropships to carry the entire regiment in one lift.

There are three different Dropship classes. The smallest, the *Leopard* class, can carry a lance or an air lance of four 'Mechs and up to two aerospace fighters. *Union* class ships can carry twelve 'Mechs and up to two fighters. *Overlord* class ships can transport a full battalion of 36 BattleMechs and six fighters. Most regimental commanders prefer a mix of different Dropships in their transport section, believing that it adds flexibility and survivability. Dropships are armed, but they also rely on aerospace fighters for protection in space and in the air, and on BattleMechs while they are on the ground. ≈

TYPICAL BATTLEMECH REGIMENTAL ORGANIZATION



ORGANIZATION

Weapons Attack Effects

Add the number given to the BattleMech's Base To-Hit Number. If the effect is Fire +1, add 1 to the Base To-Hit Number as long as the heat is at or above this point on the scale.

Treat this effect like the movement effect: it is not cumulative and it may be removed.

Shut-down

The BattleMech shuts down its fusion reactor automatically as a safety procedure, because at high temperatures, the magnetic jar containing the fusion reaction becomes unstable and may explode. Until the MechWarrior restarts the reactor, the 'Mech may not move or fire.

This effect may be avoided if the MechWarrior is able to override the fusion reactor's safety shutdown procedure, as indicated by the Avoid number given in the effect. The player rolls two dice. If the roll is equal to or greater than the Avoid number (+4, +6, etc.), the effect is avoided until the heat rises again. If the heat rises again, the roll must be made again.

If the 'Mech shuts down, it remains motionless and cannot build up any heat by its own actions. Its heat sinks will still work, however, and so it will get rid of the heat it has. Every turn it is motionless, the heat will drop, and the MechWarrior has a chance to restart the reactor. He rolls two dice. If his roll is equal to or greater than the Avoid number (which gets lower as the heat drops), he can restart the reactor. When the heat drops below 15 on the Heat Scale, the reactor will restart automatically.

A shut-down 'Mech can be a target for aimed shots.

Ammunition Explosion

For every turn after this point is reached that the heat continues to build up, the most destructive ammo rack for a non-energy weapon explodes! To determine which ammo rack is destroyed, look at the Damage Value. A machine gun ammo rack has a Damage Value of 2, and an autocannon's rack has a Damage Value of 5. A short-range missile pack has a Damage Value of 2 per missile left, and a long-range missile pack has a Damage Value of 1 per missile left. Give damage as though the ammo had taken a critical hit.

This effect may be avoided by pure luck, as indicated by the Avoid number. To see if it is avoided in a turn when the heat continues to build up, the player must roll two dice. If the dice roll is equal to or greater than the Avoid number (4+, 6+, etc.), there will be no explosion.

This effect may be removed temporarily. If the MechWarrior reduces the heat the next turn, and as long as the heat continues to be reduced, the ammunition is safe. When the heat drops below 19 and stays there, the MechWarrior may breathe easily. If, however, the heat stays the same or continues to rise, there is another chance for an ammunition explosion, and there will be a chance for an explosion every turn that the heat continues to rise. Clearly, it is bad for the 'Mech to allow its heat to rise to 19 on the Heat Scale!

Heat Buildup Example

A Warhammer starts a game turn with a 4 on its Heat Scale. During the turn, it fires both its particle projector cannons (generating 10 heat points apiece), and runs (1 heat point). However, the 'Mech still has all 16 of its heat sinks left. They dissipate 16 of the 21 heat points, leaving 5 remaining. During the Heat Phase, these 5 Heat points are added to the 4 already on the Heat Scale, bringing the total to 9. In the next turn, the 'Mech has 1 fewer MP and has a Base To-Hit Number 1 greater because of the heat built up.

If the 'Mech does the same thing in the next turn, 5 more heat points will be added to the 9 already on the Heat Scale, bringing the total to 14. The player must roll a 4 or more on both dice to avoid having his 'Mech's fusion reactor shut down. Even if he avoids the shutdown, the Warhammer's movement point allowance will be reduced by 2 until its heat drops below 10 on the Heat Scale, and its weapons will fire at a Base To-Hit Number of 6 (because of the +2 modifier) until the heat falls below 13.

This section of the rule book contains the information needed to play **Expert BattleLance**. These rules assume that the player has a working knowledge of the training and advanced gunnery games.

New rules are provided here for the MechWarriors who pilot the 'Mechs and fire their weapons. The movement rules have been expanded to include falling down or getting up. The weapons attack rules have been expanded to include critical hits, and the physical attack rules have been expanded to include pushing and charging.

Optional rules deal with the effects of weapons on terrain, including fires created by weapon attacks. They also contain the information needed to design and build new classes of 'Mechs.

All the rules sections in **Expert BattleLance** should be considered optional, and, before starting the game, the players should pick which ones they will use.

COMPONENTS NEEDED

Expert BattleLance uses the same playing pieces, Terrain Mapsheets, Detailed Record Sheets, and dice used in **Advanced Gunnery**.

PLAYING THE GAME

SEQUENCE OF PLAY

Initiative Phase

1. One player from each team rolls both dice for his team's initiative. The team with the higher roll has the initiative throughout the turn.

Movement Phase

2. The team that lost the initiative moves one 'Mech; which 'Mech to move is up to the team members to decide.

3. The team that won the initiative moves one 'Mech. Movement alternates until all 'Mechs have been moved. The team that won the initiative moves one of its 'Mechs last.

Reaction Phase

4. The team that won the initiative twists the torso of its 'Mechs one hexside either way, if the players choose to react to their opponent's movement.

5. The team that lost the initiative chooses a 'Mech that will twist its torso in reaction to opposing movement. Reaction twists alternate until all 'Mechs have twisted their torsos, if desired. The team that lost the initiative twists last.

Attack Phase: Weapons Fire

6. The team that lost the initiative chooses a 'Mech that will declare fire first. The player controlling that 'Mech declares any attacks he plans to make using his BattleMech's weaponry.

7. The team that won the initiative chooses a 'Mech that will declare fire next. The player controlling that 'Mech declares his attacks. Declaring targets alternates until all fire has been declared. The team that won the initiative declares the last attack.

8. Weapon fire is resolved, one 'Mech at a time. The order does not matter, but all the weapon attacks by one 'Mech should be resolved before any other 'Mech's are resolved.

9. Damage from weapon attacks takes effect. Although damage is recorded as attacks are resolved, it does not affect the 'Mech until after all weapons attacks have been resolved, when all damage takes effect at once.

PHYSICAL CONSTRUCTION

Skeleton

Every BattleMech is built around a man-like "skeleton" made up of several dozen composite "bones". Each "bone" contains a honeycomb, foamed-aluminum core wrapped with stressed silicon-carbide monofilament and protected by a rigid, titanium steel shell. Every strong, ultra-light artificial bone provides attachment points needed for the "muscles" and other servos that actually drive the BattleMech. Their skeletal construction helps make BattleMechs less vulnerable and easier to repair than vehicles built with a stressed-skin shell.

Muscles

BattleMechs use two different systems to drive and control their movements. Light weapons and sensor arrays are propelled by small, electrically-driven rotary or linear actuators. Larger movements involving the limbs and main weapons are controlled by bundles of polyacetylene fibers called myomers. The fiber bundles contract strongly under the influence of electricity, duplicating the operation of human muscle tissue, though on a much larger scale. Battlefield repairs to damaged limbs can easily be made by either replacing the fiber bundles or by transferring bundles from other parts of the 'Mech's skeleton. Transferred fiber bundles cannot restore full function to a damaged limb, but they can give it back limited mobility and strength.

Armor

BattleMechs are protected by two separate layers of armor. An outer layer of aligned-crystal steel with good heat conductivity provides protection from lasers and particle beam weapons. It is also rigid and tough enough to stop almost any conventional projectile. An inner layer of boron nitride impregnated with diamond

Attack Phase: Physical Attacks

10. Repeat Steps 6 through 9 for all physical attacks, with all damage from these attacks taking effect before the next step.

Heat Phase

11. Players adjust their Heat Scales to reflect any heat built up or lost during the game turn. Any temporary or permanent damage caused by excessive internal heat goes into effect during this phase.

End Phase

12. Players with wounded MechWarriors roll to see if consciousness is regained.

13. Players roll to see if any fires now on the Terrain Mapsheet spread to other hexes.

14. Steps 1 through 13 are repeated until only one team's BattleMechs are left. The team with the last surviving 'Mech is the winner. If the last 'Mechs from each team are destroyed simultaneously, the game is a tie.

MOVEMENT

PILOTING SKILL ROLL

The revised *Piloting Skill Roll Table* lists every event that will require a *Piloting Skill Roll*. When one of these events occurs, the player adds the indicated modifiers to his MechWarrior's *Piloting Skill*, and makes a *Piloting Skill Roll*.

Piloting Skill Roll Table	
<u>BattleMech's Situation Modifier</u>	
Physical Attacks On 'Mech	
'Mech Kicked	None
'Mech Pushed	None
'Mech Charged	+2
Damage To 'Mech	
'Mech Takes 20 Damage Points In 1 Turn	+1
'Mech's Reactor Shut Down	+3
Per Leg/Foot Actuator Destroyed	+1
Per Hip Critical Hit (2 Maximum)	+2
'Mech's Gyro Hit	+3
<u>Mech's Actions</u>	
'Mech Missed Kick	None
'Mech Charging/Death from Above	+2
'Mech Entering/Leaving Depth 1 Water	-1
'Mech Entering/Leaving Depth 2 Water	None
'Mech Entering/Leaving Depth 3 Water	+1
'Mech Trying To Get Up	None
MechWarrior Trying To Avoid Falling Damage	
Per Level Fallen	+1

PHYSICAL ATTACKS

There are four different forms of physical attack: punching, kicking, pushing, or charging. In order to make a physical attack, the BattleMech must be adjacent to its target (one hex away), and the target 'Mech must be within a firing arc appropriate to the action. Each type of physical attack has a different Base To-Hit Number, which is modified by terrain, by the movement of both the attacking 'Mech and its target, and by the damage that the attacker has taken in its legs and arms. The To-Hit Roll is made against the Modified To-Hit Number, just as with weapon fire. Damage location is determined by special tables, but it is recorded just as for weapon fire.

PUNCHING

A BattleMech can either punch or fire its arm weapons in a turn. It may punch with either or both arms, but if it is going to do so, the MechWarrior may not fire any weapons from the arm or arms that will do the punching. Its shoulder must be undamaged by critical hits, and any arm actuator damaged makes success more difficult.

The Base To-Hit Number for a punch is 4, which is modified by movement and terrain, just as with weapon fire, by +2 for each arm actuator destroyed, and by +1 if the hand actuator has been destroyed. A To-Hit Roll is made for each fist punching. The punch from each fist has a Damage Value of 1 for every 10 tons (or fraction of 10 tons) that the attacker weighs; this damage is cut in half for each arm actuator damaged, with the effects being cumulative. Damage location is determined for each separate punch by rolling one die and consulting the table below.

Punch Hit Location Table			
Die Roll	Left Side	Front/Back Side	Right Side
1	Left Torso	Left Arm	Right Torso
2	Left Torso	Left Torso	Right Torso
3	Center Torso	Center Torso	Center Torso
4	Left Arm	Right Torso	Right Arm
5	Left Arm	Right Arm	Right Arm
6	Head	Head	Head

For example, a Warhammer punches a Crusader on the right side with one fist; it has a damaged upper arm actuator. This gives a To-Hit Modifier of +2, and cuts the normal damage in half. The Warhammer weighs 70 tons, and so its punch has a normal Damage Value of 7 (70 divided by 10 = 7), but this is reduced to 4 because of the damaged actuator. The attacking player rolled a 3, which is the target's center torso. The player with the Crusader records the Damage Value of 4 by crossing 4 boxes off his Record Sheet on the Armor Diagram.

KICKING

Only one of a BattleMech's legs can kick per turn. No weapons mounted on that leg can fire in the turn it kicks. Both hips must be undamaged.

A forward kick, into the hex in front of the 'Mech, has a Base To-Hit Number of 3. The Base To-Hit Number must be modified by movement and terrain, just as with weapons fire. Kicks have a Damage Value of 1 for every 5 tons that the attacking BattleMech weighs (a Warhammer's kick would inflict 14 damage points!). For each leg actuator damaged, this Damage Value is cut in half, with the effects being cumulative. Damage location is determined by rolling one die and consulting the table below.

Kick Hit Location Table			
Die Roll	Left Side	Front/Back Side	Right Side
1 - 3	Left Leg	Right Leg	Right Leg
4 - 6	Left Leg	Left Leg	Right Leg

PUSHING

A 'Mech uses both arms to push its target. No arm-mounted weapons can be fired in the turn that a 'Mech makes a push attack.

The Base To-Hit Number for a push is 4. This is modified for movement, terrain, and by +2 for each shoulder actuator damaged. A successful push does not automatically do damage to the target. Instead, it moves the defending 'Mech into an adjacent hex in the direction it is being pushed by the attacker. At the same time, the defender must make a *Piloting Skill Roll* to remain standing. If the push is successful, the attacking 'Mech advances into the hex formerly occupied by its target.

monofilament stops high-explosive armor-piercing (HEAP) rounds and fast neutrons. This second layer of armor also stops armor fragments from spewing into the BattleMech's interior. Both layers of armor are only a few inches thick.

POWER PLANT

BattleMechs require a lot of power for movement and combat, and a fusion power plant provides enormous amounts of electricity from ordinary water. The fusion reaction used does not release neutrons, so the power plant can be run indefinitely without becoming radioactive. However, this reaction requires a temperature that current technology cannot reach. As a result, destroyed power plants can only be replaced by reactors salvaged from other, wrecked BattleMechs or from old League stockpiles.

The fusion plant produces electricity by magnetohydrodynamics (MHD). Plasma from the fusion reaction is channeled by magnetic fields into a loop. This plasma is conductive, and the loop functions as a generator coil, producing both electricity and waste heat. Every BattleMech has radiators to help get rid of that waste heat.

Heat retention is always a serious problem for BattleMechs, as high internal temperatures can disrupt the magnetic containment fields around their reactors. If a power plant's magnetic "jar" is disrupted, fusion reactions that do release neutrons could occur, causing serious radiation damage to both the BattleMech's internal systems and to its crew.

Combat damage that causes an abrupt shutoff of the reactor's containment fields will not cause an explosion. It will, however, wreck the reactor.

MOVEMENT

Depending on their size and weight, BattleMechs can reach walking or running speeds

ranging from 40 to 100 kilometers per hour in open terrain. Dense forests, swamps, and steep slopes will slow them down, but very few terrain features can stop them. In addition, many 'Mechs can jump over obstacles by superheating air with their fusion reactors and jetting it out through their feet; on vacuum worlds, jump-capable 'Mechs carry a small quantity of mercury to use as reaction mass for their jets. Finally, all BattleMechs can move underwater while crossing rivers or small lakes.

All BattleMechs can make assault landings from low orbit. Special reaction jets contained in their feet allow them to soft-land from altitudes of up to 320 kilometers. During reentry, break-away ablative shields protect a BattleMech's vulnerable sensors and weapons.

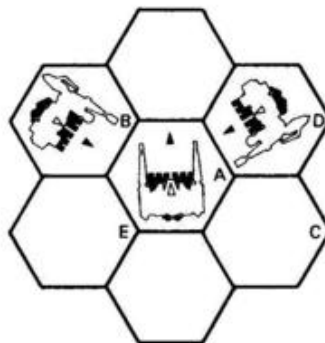
MechWarrior Pilots

BattleMech movement is controlled by a human pilot, a MechWarrior. MechWarriors wear neural-impulse helmets connected to sophisticated computers. The helmet channels sensory information from the BattleMech directly to the pilot; converting raw data on posture, movement, balance, and speed into neural impulses for the human brain. At the same time, the helmet and its linked computer translate impulses from the MechWarrior's brain into movement and combat commands for the 'Mech. In a sense, while wearing the helmet, the MechWarrior controls the 'Mech as if it were his or her own body. Like the fusion power plants, neural-impulse helmets and drive-control computers cannot be manufactured by the Successor States and must be salvaged from other, wrecked BattleMechs or from old League spare parts depots.

ELECTRONICS

Computers

In addition to their sophisticated movement control



In the drawing, if the Warhammer in Hex A is pushed from Hex B, it will be moved into Hex C. If, on the other hand, it is pushed by a 'Mech in Hex D, the Warhammer will be forced into Hex E. In both cases, the Warhammer will have to make a Piloting Skill Roll to remain standing, and its attacker will advance into Hex A.

CHARGING

In order for a 'Mech to charge, both its legs must be functioning. No other fire or physical attacks can be made by a charging 'Mech. The Base To-Hit Number for a charge is 5, plus any movement modifiers. If the charge hits, the defender is moved just as if it had been pushed and the attacker advances into its hex. If the 'Mech misses the attack, it will end up in either the front-right or front-left hex of the target; the choice is the attacker's.

Piloting Skill Modifier

Whenever one 'Mech charges another, compare the two MechWarriors' *Piloting* skills. Subtract the smaller Skill Level from the larger to find the *Piloting* Skill Modifier. If the defending MechWarrior's Skill Level is higher, add the modifier to the To-Hit Number for the attacker. If the attacker's *Piloting* skill is higher, subtract the modifier from the To-Hit Number.

Damage

Both 'Mechs take damage from the collision. The defender takes 1 point of damage for every 10 tons that the charging 'Mech weighs, and this damage is multiplied by the number of hexes moved by the attacker that turn. The charging 'Mech takes 1 point of damage for every 10 tons the target weighs. Round any fractions up.

Damage caused by charges is divided into as many groups of 5 damage points as possible. The attacking player then rolls once on the appropriate Hit Location Table for each group.

For example, a Warhammer moves four hexes and charges another 'Mech. If the charge hits, the defender will take 28 points of damage - 7 for the Warhammer's tonnage multiplied by 4 for the number of hexes it moved.

Falls

After any successful charge, both the attacker and the defender must make *Piloting* Skill Rolls with +2 modifiers to remain standing.

DEATH FROM ABOVE

BattleMechs can charge while jumping, a physical attack that is very damaging to both 'Mechs. In effect, the charging 'Mech crashes into the target 'Mech from three elevation levels above, using its feet and weight to inflict damage to the target's upper torso, arms, and head. In return, the charging 'Mech is certain to take damage to its legs, which were not designed for the enormous stresses from this attack. Finally, both 'Mechs are almost certain to fall.

This type of charge does potentially less damage than a regular charge, but the damage is concentrated on the upper part of the target 'Mech. The chance for a head hit is one in six, very high indeed!

Base To-Hit Number

The Base To-Hit Number for this attack is 5, just as for a normal charge. This must be modified for movement, but not for terrain. If the hit is successful, damage is given to both 'Mechs, as determined below. If the attack missed, the charging 'Mech crashes into the ground, as discussed below.

Damage To Target

The damage is determined by dividing the weight of the attacking 'Mech by 10 and multiplying by 3. This means that a Chameleon with a weight of 50 tons gives 15 points of damage, all to the upper part of the target!

This damage is given as though it were two punches. Split up the total damage into two groups. Determine the hexside hit as though the attack had been from the charging 'Mech's starting hex. Then, determine the hit location of each group by rolling one die and consulting the Punch Hit Location Table for each group. Record damage as usual.

Damage To Attacker

The damage from a successful attack is determined as though the attacker had fallen one elevation level, and it is given only to the legs. To find the damage, divide the attacker's weight by 10, which will tell the total damage points it will get. Split this into 5-point groups, and roll damage location on the Kick Hit Location Table for each group.

Falls

After a successful attack, both 'Mechs might fall. The MechWarriors must make *Piloting Skill Rolls*, with the target having a modifier of +2 and the attacker a modifier of +4.

After an unsuccessful attack, the attacker automatically falls. Damage is determined as though it had fallen 2 elevation levels. Divide the weight by 10, multiply by 2, divide the total into 5-point groups, and determine hit location as though the 'Mech had landed on its back.

Location After Attack

If the Death from Above attack is successful, the target is pushed one hex in the direction opposite of the attack. The attacker lands in the target's original hex. If the attack fails the target must move one hex (his choice) to avoid damage from the attacker the attacker lands in the target's original hex.

systems, BattleMechs need computers to help handle a wide variety of sensor information and weapons systems. In most 'Mechs, these secondary systems are comparatively simple data processors constructed with currently available technology. Some BattleMechs, however, still possess advanced systems built long ago by League technicians. 'Mechs with these ultra-sophisticated computers have considerable advantages in combat.

Sensors

BattleMechs rely on a number of different sensors for information, including; light-intensifier optics, and laser range-finding systems. The compact electronics technology needed to build fire-and-forget weapons no longer exists. During the Succession Wars, combat is strictly a line-of-sight affair.

WEAPONS

BattleMechs usually carry charged particle beam weapons or lasers as their main armament. Energy weapons are preferred because they can be powered almost indefinitely by the on-board fusion reactor. In addition, many carry launching racks for short- or long-range, non-nuclear missiles. Some 'Mechs are also equipped with rapid-fire autocannons or machine guns for use against infantry, aircraft, and other BattleMechs.

LIFE SUPPORT SYSTEM

A sealed-environment crew compartment complete with chemical atmosphere regenerators, food, water, and other supplies can sustain the 'Mech's pilot and a single passenger for up to a week. Both positions in the crew compartment are equipped with ejection seats. If a BattleMech takes catastrophic damage, its pilot and any passenger can blow open the back of its head and eject out.



REPAIR

Well-equipped BattleMechs carry stocks of certain spare parts, replacement myomers, armor patches, and extra sensor arrays. A MechWarrior can use these spares to repair minor combat damage in the field. After two centuries of war, however, few 'Mechs can be considered well-equipped. In fact, most carry only a few square yards of spare armor plating, and some even lack the small hand tools needed for on-the-spot repair work.

TEMPERATURE CONTROL

BattleMechs engaged in combat generate a lot of waste heat in a very short period of time. Their power plants, movement, and energy weapons all produce heat that must be eliminated. 'Mechs can be seriously damaged, and even crippled by high internal temperatures. High temperatures can disrupt the fusion reactor's magnetic containment shields and release hard radiation, killing the crew and crippling its onboard computers. In addition, the 'Mech's electronics and computer systems are temperature-sensitive. High heat can damage them, slowing the 'Mech's movement and reducing the accuracy of its weapons.

BattleMechs control their internal temperatures by giving off waste heat and by strictly regulating the rate at which they move and fire. All 'Mechs are equipped with radiators to help dissipate heat. The heat pouring out of these radiators gives BattleMechs an enormous IR (infrared) signature.

On temperate or cold worlds, conduction and convection also help get rid of waste heat. However, both these physical processes work against a BattleMech operating in desert or jungle environments where the temperatures outside are higher than its internal temperature. In order to survive in these

PHYSICAL ATTACKS WHEN DOWN

Impossible.

ACCIDENTAL FALLS FROM ABOVE

When a 'Mech falls from above into a hex occupied by another 'Mech, make a To-Hit Roll with a Base To-Hit Number of 7. When a 'Mech on the ground accidentally falls into the hex occupied by another, treat it as a Domino Effect, discussed below.

Falling 'Mech Hits Target

If the To-Hit Roll is successful, treat the fall as a Death From Above attack. The 'Mech fallen on may be moved to an adjacent hex, just as in a pushing attack, and it takes damage to its upper body. Final location of the two 'Mechs should be determined by the rules for pushing attacks.

The amount of damage given to the target 'Mech is determined by dividing the weight of the falling 'Mech by 10. Break the damage into 5-point groups as above, and determine damage on the Punch Hit Location Table. Damage to the falling 'Mech is determined as usual for a fall, with the 'Mech falling onto its back.

Falling 'Mech Misses Target

See Locations after attack section in *Death from Above*.

THE DOMINO EFFECT

If a 'Mech accidentally falls into or is pushed into a hex occupied by another, the second 'Mech is forced out of the hex in the same direction. It must also make a *Piloting Skill Roll* to avoid falling down. This Domino Effect will continue as long as there are 'Mechs adjacent to one another in the direction of the push.

When a Domino-Effect push is directed against a 'Mech's side, however, the 'Mech can avoid the push, by moving one hex directly forward or back. The player rolls both dice. If the roll is equal to or greater than his MechWarrior's *Piloting* skill, he has avoided the push. This breaks the Domino Effect chain, and 'Mechs in hexes farther down the chain are not displaced and do not have to make *Piloting Skill Rolls*.



Skeleton



Muscles



Armor

environments, 'Mechs must drastically slow the rate at which they build up waste heat.

Heat build-up can be controlled by reprogramming a 'Mech's movement control computer and its secondary systems. These computers are usually set to prevent the BattleMech from exceeding a certain rate of activity and the resulting level of heat build-up. When a 'Mech is sent to a high-temperature world, its activity rate setting is lowered. The 'Mech will move more slowly and fire less often than it would on a temperate planet. When it is sent to fight in an arctic climate, the setting is raised, allowing faster movement and a

higher rate of fire. Reprogramming is usually carried out while the BattleMech force is enroute aboard its Dropships and takes roughly two weeks.

BattleMechs are always adjusted for the expected external temperature. As a result, sudden increases in outside temperature can have a devastating impact a 'Mech's ability to get rid of waste heat. A whole series of tactics have been developed around this characteristic. For example, commanders love setting forests on fire while enemy BattleMechs are advancing through them. The superheated air roaring

around the 'Mechs will either overload their cooling systems or drastically reduce their efficiency.

On the other hand, BattleMech pilots like to fight in shallow lakes and rivers. The running water helps keep the 'Mech's internal temperature in check, allowing a higher rate of activity. With everything else equal, the side that can shelter in water has a marked advantage in any battle. Ironically, most campaigns during the Succession Wars are fought over control of water-rich worlds, and most battles on those worlds revolve around the tactical control of water sources.∞

CLEARING WOODS

Woods hexes can be cleared by heavy weapons fire, although they may be set afire by accident. Woods can be reduced from heavy to light, or cleared of trees altogether, though the fallen trees make the hex rough terrain for movement purposes. Although the 'Mechs have awesome firepower, they do not have enough to alter a rough hex or a clear hex. Small lasers, machine guns, auto cannons, and 1 and 2-pack short-range missiles cannot be used to clear woods.

When a player wants his 'Mech to clear a woods hex, he announces its target during the Attack Phase and then attacks the hex. The To-Hit Number is modified by the range only. If the attack is a success, the woods hex is converted.

Terrain Conversion Chart	
Former Terrain	New Terrain
Clear	Clear
Rough	Rough
Heavy Woods	Light Woods
Light Woods	Rough

FIRES

ACCIDENTAL FIRES

While Clearing Woods

If a 'Mech attempts to clear a woods hex, he may start the woods on fire accidentally. To see if this occurs, the player must roll both dice. If the roll is less than 6, the woods has accidentally been set alight.

After Missed Shots

If a weapons attack against a 'Mech misses, and the weapon can be used to start fires or convert terrain, the player making the attack must roll again to see whether or not his 'Mech has accidentally set a fire or changed the terrain in the target's hex. Attacks made by weapons that cannot set fires or convert terrain do not have to be checked. If the die roll is a 2 or 3, the hex is set on fire; if the roll is an 11 or 12, the woods is cleared. Any other result has no effect.

INTENTIONAL FIRES

Many of the weapons carried by 'Mechs can be used to start fires in woods hexes. These fires can spread from hex to hex, and they produce heat in 'Mechs that move through them or stay in them. Different types of weapons start fires differently.

Flamers

Fire at the woods hex, modifying the Base To-Hit Number for the range. If the flamer hits, the woods hex is automatically set on fire.

Energy Weapons

Fire at the woods hex, modifying the Base To-Hit Number by -4 and for the range. If the energy weapon hits, roll two dice; if the roll is equal to or greater than 7, the woods hex is set on fire.

Missile Launchers

Fire at the woods hex, modifying the Base To-Hit Number by -4 and for the range. If the missiles hit, roll two dice; if the roll is equal to or greater than 9, the missiles set the hex on fire. 1- or 2-pack short-range missile launchers cannot set woods on fire.

Ballistic Weapons

Machine guns and auto cannons cannot be used to set fires.

SPREADING FIRES

If fires are started on the Mapsheet, they will spread from hex to hex in the direction of the wind. Fires can spread into woods and clear hexes, but they cannot spread into rough or water hexes.

Determining Wind Direction

At the beginning of the game, declare one side of each hex to be Direction 1, numbering the remaining hexsides 2 through 6 clockwise. Roll one die. The wind will blow in the direction shown on the die for the entire game.

BATTLETECH

Type: **ARC-2R Archer** Tons
 Tonnage: 70 tons 70
 Internal Structure: 7
 Engine: 280 Vox 16
 Walking MP's: 4
 Running MP's: 6
 Jumping MP's: 0
 Total Heat Sinks: 10 0
 Gyro: 3
 Cockpit: 3
 Armor Factor: 208 13

Internal Armor Structure Value
 Head: 8 9
 Center Torso: 22 34/10
 Rt/Lt Torso: 9 24/6
 Rt/Lt Arm: 11 23
 Rt/Lt Leg: 15 25

Weapons and Ammo:
 Type Loc Critical
 LRM 20 RT 5 10
 LRM 20 LT 5 10
 Ammo (LRM) 12 RT 2 2
 Ammo (LRM) 12 LT 2 2
 Med. Laser RA 1 1
 Med. Laser LA 1 1
 Med. Laser CT(R) 1 1
 Med. Laser CT(R) 1 1

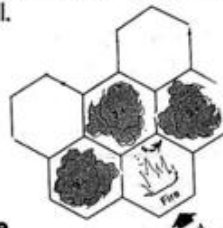
Type: **SHD-2H Shadow Hawk** Tons
 Tonnage: 55 tons 55
 Internal Structure: 5.5
 Engine: 275 CoreTek 15.5
 Walking MP's: 5
 Running MP's: 8
 Jumping MP's: 3
 Total Heat Sinks: 12 2
 Gyro: 3
 Cockpit: 3
 Armor Factor: 152 9.5

Internal Armor Structure Value
 Head: 8 9
 Center Torso: 18 23/8
 Rt/Lt Torso: 13 18/6
 Rt/Lt Arm: 9 16
 Rt/Lt Leg: 13 16

Weapons and Ammo:
 Type Loc Critical
 Auto Cannon LT 4 8
 Ammo (AC) 20 LT 1 1
 LRM 5 RT 1 2
 Ammo (LRM) 24 RT 1 1
 SRM 2 H 1 1
 Ammo (SRM) 50 CT 1 1
 Med. Laser RA 1 1
 Jump Jet LT 1 .5
 Jump Jet RT 1 .5
 Jump Jet CT 1 .5

Determining Spreading

During the End Phase of every game turn, the players check to see if any of the fires currently on the map spread to new hexes. Roll two dice for each hex directly downwind of and adjacent to a fire hex. If the roll is equal to or greater than a 7, the fire will spread into that hex. Also roll two dice for each of the two hexes on either side of that hex. If the roll is equal to or greater than a 9, the fire will spread into that hex as well.



Fire spreads to these hexes on rolls shown



Effects of Fire

Fire hexes will add heat to any 'Mech that moves through or ends its turn in a Fire Hex. The heat costs are 2 heat points added for every Fire hex through which a 'Mech moves, and 5 heat points are added if the 'Mech ends its turn in a Fire Hex. These heat points are added to the heat scale immediately, but any effects due to overheating do not take place until the Heat Phase of the turn.

SMOKE

A fire spreads smoke for three hexes downwind of the fire hex. All attacks from or into smoke hexes are more difficult to make, with a To-Hit Modifier of +2.

CLUBS

Whenever a 'Mech has one of its legs or arms blown off, the limb is left lying in the hex where the 'Mech that occupies that hex at a later time can pick up the arm or leg and use it as a giant club.

In order to attack another 'Mech with this club, the 'Mech's shoulders and hand actuators must be in working order, and no arm-mounted weapons can have been fired in the turn. The club is used in a two-handed swing and has a Base To-Hit Number of 4. If any of the 'Mech's upper or lower arm actuators have been destroyed, use the punch modifiers listed. A 'Mech making an attack with a club does 1 point of damage for every 5 tons that the 'Mech weighs, rounding up.

VARIABLE SKILLS

At the beginning of the game, the players could roll randomly for the *Piloting* and *Gunnery* skill of every MechWarrior. This will produce an interesting mixture of green and seasoned MechWarriors.

DETERMINING SKILLS

Roll one die for the MechWarrior's *Piloting* skill and *Gunnery* skill. Compare the roll to the table below.

MechWarrior Skills Table		
Die Roll	Piloting Skill	Gunnery Skill
1	6	4
2	6	4
3	5	4
4	5	4
5	4	3
6	4	3

SKILL IMPROVEMENT

Players may want to keep any of the MechWarriors they've created for use in future games or in **BattleTech** campaign games, assuming, of course, that the warrior survives the current battle. If they want to do this, the players should keep track of the number of enemy 'Mechs killed by each surviving MechWarrior. For every four 'Mechs he kills, the MechWarrior can improve either his *Gunnery* skill or his *Piloting* skill. For the skill chosen, the player can subtract 1 from the current Skill Level.

BATTLEMECH DESIGN

The following system makes it possible for players to construct their own 'Mechs choosing their own mix of speed, armor, and weaponry. Then, they can pit their designs against others on the battlefield.

In order to design a 'Mech, the player will need a piece of scratch paper, a pen, the Weapons Chart, and an unused Record Sheet. The procedure is as follows:

1. Choose the Tonnage.
2. Determine the Engine Rating.
3. Add Control Components.
4. Allocate Tonnage for Internal Structure.
5. Determine Jump Capability.
6. Add extra Heat Sinks.
7. Add Armor.
8. Add Weapons and Ammunition.
9. Complete the Critical Hit Charts.
10. Allocate Armor Values.
11. Complete the Record Sheet.

CHOOSE THE TONNAGE

BattleMechs weigh between 10 and 100 tons (in increments of 5 tons). Choose any tonnage desired. Record the 'Mech's tonnage at the top of the sheet of scratch paper. The total weight of the 'Mech's engine, weapons, armor, and other components may not exceed this figure.

For example, a player wants to design a medium-sized 'Mech, the Merlin. He assigns the 'Mech a total weight of 60 tons.

DETERMINE ENGINE RATING

A 'Mech's engine rating is determined by its weight and desired speed. Multiply the 'Mech's tonnage by the walking movement point allowance you want it to have. The resulting number is its engine rating.

$$\text{Tonnage} \times \text{MP allowance} = \text{Engine Rating}$$

The table below lists the tonnage requirements for 10-ton- to 400-ton-rated engines. On the sheet of scratch paper, subtract the weight of the engine itself from the total tonnage of your 'Mech. The remaining tonnage will be available for other components and systems.

ENGINE TABLE

Rating	Manufacturer	Tonnage	Rating	Manufacturer	Tonnage
10	Omni	.5	210	GM	9.0
15	GM	.5	215	CoreTek	9.5
20	Pitban	.5	220	DAV	10.0
25	Omni	.5	225	VOX	10.0
30	Nissan	1.0	230	Leenex	10.5
35	VOX	1.0	235	GM	11.0
40	GM	1.0	240	Pitban	11.5
45	GM	1.0	245	Magna	12.0
50	DAV	1.5	250	Magna	12.5
55	VOX	1.5	255	Strand	13.0
60	Leenex	1.5	260	Magna	13.5
65	Nissan	2.0	265	Vlar	14.0
70	Omni	2.0	270	GM	14.5
75	GM	2.0	275	CoreTek	15.5
80	VOX	2.5	280	VOX	16.0
85	DAV	2.5	285	Pitban	16.5
90	DAV	3.0	290	Omni	17.5
95	Nissan	3.0	295	GM	18.0
100	Hermes	3.0	300	Vlar	19.0
105	DAV	3.5	305	GM	19.5
110	GM	3.5	310	Magna	20.5
115	GM	4.0	315	GM	21.5
120	GM	4.0	320	Pitban	22.5
125	Nissan	4.0	325	VOX	23.5
130	Vlar	4.5	330	VOX	24.5
135	Magna	4.5	335	Leenex	25.5
140	Hermes	5.0	340	VOX	27.0
145	Leenex	5.0	345	Vlar	28.5
150	Omni	5.5	350	Magna	29.5
155	Nissan	5.5	355	LTV	31.5
160	LTV	6.0	360	Hermes	33.0
165	VOX	6.0	365	Hermes	34.5
170	DAV	6.0	370	Magna	36.5
175	Omni	7.0	375	GM	38.5
180	GM	7.0	380	GM	41.0
185	GM	7.5	385	LTV	43.5
190	DAV	7.5	390	Magna	46.0
195	Nissan	8.0	395	Hermes	49.0
200	Nissan	8.5	400	LTV	52.5
205	Vlar	8.5			

Type: **MAD-3R Marauder** Tons
 Tonnage: 75 tons 75
 Internal Structure: 7.5

Engine: 260 Vlar 19
 Walking MP's: 4
 Running MP's: 6
 Jumping MP's: 8
 Total Heat Sinks: 16 6
 Gyro: 3
 Cockpit: 3
 Armor Factor: 11.5

Internal Structure: 7.5
 Head: 2 9
 Center Torso: 23 30/12
 Rt./Lt. Torso: 16 16/8
 Rt./Lt. Arm: 12 12
 Rt./Lt. Leg: 16 16

Weapons and Ammo:
 Type Loc Critical
 PPC RA 3 7
 PPC RA 2 2
 Med. Laser LA 1 1
 Med. Laser RT 4 8
 Auto Cannon LT 1 1
 Ammo (AC) 20

Type: **TDR-5S Thunderbolt** Tons
 Tonnage: 65 tons 65
 Internal Structure: 6.5
 Engine: 260 Magna 13.5

Walking MP's: 15 5
 Running MP's: 30 3
 Jumping MP's: 30 3
 Total Heat Sinks: 15 13
 Gyro: 3
 Cockpit: 3
 Armor Factor: 20.8

Internal Structure: 6.5
 Head: 3 9
 Center Torso: 21 30/11
 Rt./Lt. Torso: 15 24/6
 Rt./Lt. Arm: 10 20/4
 Rt./Lt. Leg: 15 29

Weapons and Ammo:
 Type Loc Critical
 Lg. Laser RA 2 5
 LRM 15 RT 3 7
 Ammo (LRM) 16 CT 2 2
 Med. Laser LT 1 1
 Med. Laser LT 1 1
 Med. Laser LT 1 1
 SRM 2 RT 1 1
 Ammo (SRM) 50 CT 1 1
 Machine Gun LA 1 .5
 Machine Gun LA 1 .5
 Ammo (MG) 200 LA 1 1

Type: WSP-1A Wasp			
Tonnage:	20 tons		<u>20</u>
Internal Structure:			2
Engine:	120 GM		4
Walking MP's:	6		
Running MP's:	9		
Jumping MP's:	6		
Total Heat Sinks:	10		0
Gyro:			2
Cockpit:			3
Armor Factor:	48		3
		Internal Structure Value	
Head:	3	4	
Center Torso:	6	6/4	
Rt./Lt. Torso:	5	6/2	
Rt./Lt. Arm:	3	4	
Rt./Lt. Leg:	4	5	
Weapons and Ammo:			
Type	Loc.	Critical	
Med. Laser	RA	1	1
SRM 2	LL	1	1
Ammo (SRM) 50	CT	1	1
Jump Jets	RL	3	3
Jump Jets	LL	3	3

Type: WVR-6R Wolverine			
Tonnage:	55 Tons		<u>55</u>
Internal Structure:			5.5
Engine:	275 CoreTek		15.5
Walking MP's:	5		
Running MP's:	8		
Jumping MP's:	5		
Total Heat Sinks:	12		2
Gyro:			3
Cockpit:			3
Armor Factor:	152		9.5
		Internal Structure Value	
Head:	3	8	
Center Torso:	18	20/8	
Rt./Lt. Torso:	13	20/6	
Rt./Lt. Arm:	9	16	
Rt./Lt. Leg:	13	16	
Weapons and Ammo:			
Type	Loc.	Critical	
Auto Cannon	RA	4	8
Ammo (AC) 20	RA	1	1
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
Med. Laser	HL	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jets	CT	1	.5

The player gives his 60-ton Merlin a Movement Point allowance of 4. As a result, the 'Mech needs a 240-ton-rated engine (60 tons x 4 MPs = 240-ton-rating). Looking at the Engine Table, the player finds that a 240-ton-rated Pitban engine weighs 11.5 tons. He subtracts this number from the Merlin's 60 tons available. This leaves 48.5 tons for armor, weapons, controls, and other components.

ADD CONTROL COMPONENTS

Every 'Mech must have a cockpit containing the MechWarrior's control station, life support system, and electronic sensors. All 'Mech cockpits weigh 3 tons, regardless of the 'Mech's overall tonnage. Subtract 3 tons from the 'Mech's remaining tonnage.

In addition to its cockpit, every 'Mech must be equipped with a powerful gyroscope to keep it upright and able to move. The exact size of a 'Mech's gyroscope depends on its engine rating. Divide the 'Mech's engine rating by 100 and round up. The resulting number is the weight of its gyroscope. Subtract this figure from the tonnage remaining.

The Merlin's cockpit weighs 3 tons, leaving 45.5 tons available. Its 240-ton-rated Pitban engine requires a 3-ton gyroscope (240/100 = 2.4, rounded up to 3.). The 'Mech has 42.5 tons left for its Internal structure, jump jets, extra heat sinks, armor, and weaponry.

ALLOCATE TONNAGE FOR INTERNAL STRUCTURE

Of every 'Mech's total tonnage, 10 percent is taken up by its internal structure. The table shows the number of tons needed by every 'Mech of a given weight. It also shows the number and allocation of the 'Mech's Internal Structure Boxes. Every 'Mech has 3 Internal Structure boxes in the head location.

Use the Internal Structure Diagram on the Record Sheet to record the number of boxes in each hit location, simply blocking out any unneeded boxes.

Internal Structure Table

Total Tonnage	Tons Required	Internal Structure Boxes			
		Center Torso	Left/Right Torso	Each Arm	Each Leg
10	1.0	4	3	1	2
15	1.5	5	4	2	3
20	2.0	6	5	3	4
25	2.5	8	6	4	6
30	3.0	10	7	5	7
35	3.5	11	8	6	8
40	4.0	12	10	6	10
45	4.5	14	11	7	11
50	5.0	16	12	8	12
55	5.5	18	13	9	13
60	6.0	20	14	10	15
65	6.5	21	15	10	14
70	7.0	22	15	11	15
75	7.5	23	16	12	16
80	8.0	25	17	13	17
85	8.5	27	18	14	18
90	9.0	29	19	15	19
95	9.5	30	20	16	20
100	10.0	31	21	17	21

The Merlin weighs a total of 60 tons. The Internal Structure Table shows that the 'Mech's internal structure takes up 6 tons, leaving 36.5 tons available. The table also shows that the internal structure of the Merlin's center torso has 20 boxes, both the right and left torso have 14 boxes, the arms have 10 boxes apiece, and the legs have 14 boxes.

DETERMINE JUMP CAPABILITY

BattleMechs may be equipped with jump jets in their legs or backs to allow jump movement. The weight of the jump jets depends on the weight of the 'Mech and the jump movement desired. The following table gives these costs:

'Mech Tonnage	Jump Jet Weight
00-55	.5 tons/movement point
60-85	1.0 tons/movement point
90-100	2.0 tons/movement point

Subtract the total weight of the 'Mech's jump jets from the remaining tonnage.

Allocate space on the Equipment Charts for a jump jet exhaust ports on the Equipment Charts for the legs, the center torso, the right torso, or the left torso.

The player gives the Merlin a jump movement point allowance of 4, requiring 4.0 tons for jump jets. (4 MPs x 1.0 tons/MP = 4 tons.) The 'Mech has 32.5 tons left.

ADD EXTRA HEAT SINKS

Heat sinks are used to dissipate heat produced by rapid movement and by weapons fire. Every 'Mech's engine includes 10 heat sinks more than it needs to get rid of the heat generated by the engine itself. Therefore, every undamaged 'Mech can automatically dissipate 10 points of heat per turn. Most 'Mechs, however, will need the ability to get rid of more heat. Extra heat sinks can be acquired at the cost of 1 ton per heat sink.

The player decides that he wants the Merlin to be able to dissipate up to 18 points of heat per turn. The Merlin automatically gets 10 heat sinks with its 240-ton-rated Pitban engine, and so the player must get another 8 heat sinks. These weigh a total of 8 tons. The 'Mech now has 26.5 tons remaining.

ADD ARMOR

Armor helps protect the 'Mech's internal structure and critical components. An Armor Value of 16 weighs 1 ton. Determine the total number of armor points that the 'Mech will carry. These points will be allocated among the 'Mech's hit location areas at a later stage in the design process. Armor can only be added in 1/2- or 1-ton units.

The player decides to allocate 10 tons of the Merlin's remaining tonnage to armor. As a result, the 'Mech carries an Armor Value of 160 (10 tons x 16 points/ton = 160 points). The Merlin has 14.5 tons of space left for its weapons and extra ammunition.

ADD WEAPONS AND AMMUNITION

Every weapon placed on a 'Mech weighs a certain amount, as listed on the Weapons Chart. Select the weapons that the newly-designed 'Mech will carry. At least 1 ton must be used for each missile launcher's or ballistic weapon's ammunition. This will provide a varying number of shots, depending of the launcher or weapon. The 'Mech's weapons are placed in specific hit location areas in the next design step.

The Merlin carries a particle projector cannon (7 tons), 2 medium lasers (1 ton apiece), 1 flamer (1 ton), a machine gun (.5 tons), and 1 5-pack, long-range-missile launcher (2 tons). In addition, 1 ton is set aside for 24 missile reloads and 1 ton is reserved for machine gun ammunition (100 shots). After its weapons are added, the Merlin has 0 tons remaining for extra equipment.

COMPLETE THE EQUIPMENT TABLES

The Record Sheet contains Equipment Tables for every part of the 'Mech's body. These hit tables are already partially filled in. Allocate the 'Mech's heat sinks and weapons to different parts of his body, and place them on the Equipment Table for that location.

Type: **PXH-1 Phoenix Hawk** Tons
 Tonnage: 45 tons **45**
 Internal Structure: 4.5
 Engine: 240 GM 14.5

Walking MP's:	9	
Running MP's:	6	
Jumping MP's:	6	
Total Heat Sinks:	10	
Gyro:		3
Cockpit:		3
Armor Factor:		8
Head:	3	6
Center Torso:	12	23/5
Rt/Lt. Torso:	11	18/4
Rt/Lt. Arm:	7	0
Rt/Lt. Leg:	11	15

Weapons and Ammo:

Type	Loc	Critical	
Lg. Laser	RA	2	5
Med. Laser	RA	1	1
Med. Laser	LA	1	1
Machine Gun	RA	1	.5
Machine Gun	LA	1	.5
Ammo (MG) 200	CT	1	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

Type: **RFL-3N Rifleman** Tons
 Tonnage: 60 tons **60**
 Internal Structure: 6
 Engine: 240 Pitban 11.5

Walking MP's:	4	
Running MP's:	3	
Jumping MP's:	3	
Total Heat Sinks:	0	0
Gyro:		3
Cockpit:		3
Armor Factor:		7.5
Head:	3	6
Center Torso:	20	22/4
Rt/Lt. Torso:	14	15/2
Rt/Lt. Arm:	10	15
Rt/Lt. Leg:	15	12

Weapons and Ammo:

Type	Loc	Critical	
Lg. Laser	RA	2	5
Lg. Laser	LA	2	5
Auto Cannon	RA	4	8
Auto Cannon	LA	4	8
Ammo (AC) 20	CT	1	1
Med. Laser	RT	1	1
Med. Laser	LT	1	1

Type: **LCT-1V Locust** Tons **20**
 Tonnage: 20 ton/ **20**
 Internal Structure: **2**
 Engine: 160 LTV **6**
 Walking MP's: 8
 Running MP's: 12
 Jumping MP's: 0
 Total Heat Sinks: 10 **0**
 Gyro: **2**
 Cockpit: **3**
 Armor Factor: **4**

Internal Armor Structure Value
 Head: 3
 Center Torso: 6 10/2
 Rt./Lt. Torso: 5 8/2
 Bl./M. Arm: 3 4
 Wt. Leg: 4 8

Weapons and Ammo:
 Type Loc Critical
 Med. Laser CT 1 1
 Machine Gun RA 1 .5
 Machine Gun LA 1 .5
 Ammo (MG) 200 CT 1 1

The number of blank spaces remaining on the table for a given location acts as a limit on the number of weapons and heat sinks that may be placed there. A Heat sink occupies one space on the table. Many weapons take up more than one space, as shown on the Weapons Table. For example, the center torso has 2 spaces left empty on the Equipment Table, but a particle projector cannon takes up 3 spaces. Therefore, the particle projector cannon cannot be placed in the 'Mech's central torso. Do not worry about using up every space left open on the Equipment Tables. Simply space the weapons and heat sinks where you want them, and ignore any empty spaces when rolling for critical hits.

The Merlin's particle projector cannon is placed on its right torso, one of its medium lasers occupies its right arm and the other its left. The Merlin's 5-pack, long-range-missile launcher goes to its right torso, while the 'Mech's machine gun and flamer occupy the left torso. The 'Mech's 18 heat sinks are divided among all 8 hit locations on its body.

ALLOCATE ARMOR

Divide the total Armor Value carried by the 'Mech among the 11 different locations shown on the Record Sheet's Armor Diagram. The exact Armor Value used to protect a given area is left to your discretion, but the Armor Value may not be more than twice the number of internal structure boxes at that location. For example, if a 'Mech has 10 boxes in its left arm, no more than an Armor Value of 20 can be placed on that arm. The only exception is that all 'Mechs can have an Armor Value of up to 9 on their heads.

It is important to notice that the center, left, and right torso areas are divided into sections for front armor and rear armor. The armor allocated to a front section cannot be allocated again to the rear and vice versa.

Use the Armor Diagram on the Record Sheet to indicate the Armor Value carried on each part of the 'Mech's body. To use the schematic, simply block out any unneeded boxes in much the same way that you filled out the Internal Structure Diagram.

The Merlin carries a total of 160 armor points. The player divides these points as follows: Head - 9; Arms - 15 points apiece; Left Torso Front - 4; Left Torso Rear - 7; Center Torso Front - 11; Center Torso Rear - 17; Right Torso Front - 17; Right Torso Rear - 7; and Legs - 19 points apiece.

COMPLETE RECORD SHEET

Fill out the record sheet by recording the 'Mechs tonnage and movement point allowances.

BATTLETECH

ARMOR DIAGRAM

'MECH DATA

Type: MERLIN
 Tonnage: 20 Tons
 Movement Points:
 Walking: 8
 Running: 12
 Jumping: 0

WEAPONS INVENTORY

#	Type	Loc.
1	Med. Laser	CT
1	Med. Laser	LA
1	Med. Laser	RA
1	Flamer	CT
1	Machine Gun	LA
1	Machine Gun	RA

AMMO:

Autocannon Rounds 100
 M.G. Rounds 100
 S.R.M. Packs 100
 Missiles per pack 2
 L.R.M. Packs 2
 Missiles per pack 2

TOTAL HEAT SINKS

0000000000
 0000000000
 0000000000

WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (1) (2) (3) (4) (5) (6)

HEAT SCALE

30 Shutdown
 29 Ammo Explosion, avoid on 8+
 28 Shutdown, avoid on 10+
 27 -5 Movement Points
 26 -4 Modifier to Fire
 25 Ammo Explosion, avoid on 6+
 24 Shutdown, avoid on 8+
 23 -4 Movement Points
 22 Ammo Explosion, avoid on 4+
 21 Shutdown, avoid on 6+
 20 -3 Modifier to Fire
 19 -3 Movement Points
 18 Shutdown, avoid on 4+
 17 -2 Modifier to Fire
 16 -2 Movement Points
 15 Shutdown, avoid on 2+
 14 -1 Modifier to Fire
 13 -1 Movement Points
 12
 11
 10
 09
 08
 07
 06
 05
 04
 03
 02
 01
 00

LEFT ARM

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Med. Laser
- Heat Sink

RIGHT ARM

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Med. Laser
- Heat Sink

LEFT TORSO

- Med. Laser
- Med. Laser
- Med. Laser
- Med. Laser
- Med. Laser
- Med. Laser

RIGHT TORSO

- Machine Gun
- Flamer
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

CENTER TORSO

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

LEFT LEG

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

RIGHT LEG

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

CRITICAL HIT TABLE

HEAD

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

LEFT TORSO

- Med. Laser
- Med. Laser
- Med. Laser
- Med. Laser
- Med. Laser
- Med. Laser

RIGHT TORSO

- Machine Gun
- Flamer
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

CENTER TORSO

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

LEFT LEG

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

RIGHT LEG

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Type: **CRD-3R Crusader** Tons
 Tonnage: 65 tons 65
 Internal Structure: 6.5
 Engine: 260 Magna 13.5
 Walking MP's: 4
 Running MP's: 6
 Jumping MP's: 0
 Total Heat Sinks: 10 0
 Gyro: 3
 Cockpit: 3
 Armor Factor: 192 12

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	21	34/8
Rt./Lt. Torso:	15	24/6
Rt./Lt. Arm:	10	20
Rt./Lt. Leg:	14	25

Weapons and Ammo:

Type	Loc.	Critical	
LRM 15	RA	3	7
LRM 15	LA	3	7
Ammo (LRM) 8	RT	1	1
Ammo (LRM) 8	LT	1	1
SRM 6	RL	2	3
SRM 6	LL	2	3
Ammo (SRM) 15	CT	1	1
Ammo (MG) 200	CT	1	1
Med. Laser	RA	1	1
Med. Laser	LA	1	1
Machine Gun	RA	1	.5
Machine Gun	LA	1	.5

Type: **BLR-1G BattleMaster** Tons
 Tonnage: 85 tons 85
 Internal Structure: 8.5
 Engine: 340 VOX 27
 Walking MP's: 4
 Running MP's: 6
 Jumping MP's: 0
 Total Heat Sinks: 18 8
 Gyro: 3
 Cockpit: 4
 Armor Factor: 232 14.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	27	40/11
Rt./Lt. Torso:	18	28/8
Rt./Lt. Arm:	14	24
Rt./Lt. Leg:	18	26

Weapons and Ammo:

Type	Loc.	Critical	
PPC	RA	3	7
Med. Laser	RT	1	1
Med. Laser	RT	1	1
Med. Laser	RT(R)	1	1
Machine Gun	LA	1	.5
Machine Gun	LA	1	.5
Ammo (MG) 200	LT	1	1
SRM 6 pack	LT	2	3
Ammo (SRM) 30	LT	2	2
Med. Laser	LT	1	1
Med. Laser	LT	1	1
Med. Laser	LT(R)	1	1

Type: **STG-3R Stinger** Tons
 Tonnage: 20 ton 20
 Internal Structure: 2
 Engine: 120 GM 4
 Walking MP's: 6
 Running MP's: 9
 Jumping MP's: 6
 Total Heat Sinks: 10 0
 Gyro: 2
 Cockpit: 3
 Armor Factor: 48 3

	Internal Structure	Armor Value
Head:	3	4
Center Torso:	6	6/4
Rt./Lt. Torso:	5	6/2
Rt./Lt. Arm:	3	4
Rt./Lt. Leg:	4	5

Weapons and Ammo:

Type	Loc.	Critical	
Med. Laser	RA	1	1
Machine Gun	RA	1	.5
Machine Gun	LA	1	.5
Ammo (MG) 200	CT	1	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

Type: **GRF-1N Griffin** Tons
 Tonnage: 55 tons 55
 Internal Structure: 5.5
 Engine: 275 CoreTek 15.5
 Walking MP's: 5
 Running MP's: 8
 Jumping MP's: 5
 Total Heat Sinks: 12 2
 Gyro: 3
 Cockpit: 3
 Armor Factor: 152 9.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	18	20/7
Rt./Lt. Torso:	13	20/7
Rt./Lt. Arm:	9	14
Rt./Lt. Leg:	13	17

Weapons and Ammo:

Type	Loc.	Critical	
PPC	RA	3	7
LRM 10	RT	2	5
Ammo (LRM) 24	RT	2	2
Jump Jets	RT	2	1
Jump Jets	LT	2	1
Jump Jets	CT	1	.5

Type: **WHM-6R Warhammer** Tons
 Tonnage: 70 tons 70
 Internal Structure: 7
 Engine: 280 VOX 16
 Walking MP's: 4
 Running MP's: 6
 Jumping MP's: 0
 Total Heat Sinks: 18 8
 Gyro: 3
 Cockpit: 3
 Armor Factor: 160 10

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	22	22/9
Rt./Lt. Torso:	15	17/8
Rt./Lt. Arm:	11	20
Rt./Lt. Leg:	15	15

Weapons and Ammo:

Type	Loc.	Critical	
PPC	RA	3	7
PPC	LA	3	7
SRM 6 pack	RT	2	3
Ammo (SRM) 15	RT	1	1
Med. Laser	RT	1	1
Med. Laser	LT	1	1
Small Laser	RT	1	.5
Small Laser	LT	1	.5
Machine Gun	RT	1	.5
Machine Gun	LT	1	.5
Ammo (MG) 200	CT	1	1

Base To-Hit Numbers Table	
Range Group	Base To-Hit Number
Short	4
Medium	6
Long	8

Movement Modifiers Table		
BattleMech	Movement	Modifier
Attacker	Stationary	None
	Walked	+1
	Ran	+2
	Jumped	+3
Target	Moved 0-2 Hexes	None
	Moved 3-4 Hexes	+1
	Moved 5-6 Hexes	+2
	Moved 7-9 Hexes	+3
	Jumped (add to above)	+1

Terrain Modifiers to Fire	
Light wood	+1 per hex
Heavy wood	+2 per hex
Water	Level 1: -1 to Hit, use Punch Damage Table
	Level 2: cannot fire into or out of
Partial Cover	+3 (Use punch damage location table)
Firing when down	+2
Firing at prone targets	(-2 from adjacent hex, +1 from all others)

BATTLETECH

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Hit Location Table		
Dice Roll	Left Side	Right Side
2	Lt. Torso (Critical)	Center Torso (Critical)
3	Left Leg	Right Arm
4	Left Arm	Right Arm
5	Left Arm	Right Leg
6	Left Leg	Right Torso
7	Left Torso	Center Torso
8	Center Torso	Left Torso
9	Right Torso	Left Leg
10	Right Arm	Left Arm
11	Right Leg	Left Leg
12	Head	Head

Missile Hit Table							
Dice Roll	2	4	5	6	10	15	20
2	1	1	1	2	3	5	6
3	1	2	2	2	3	5	6
4	1	2	2	3	4	6	9
5	1	2	3	3	6	9	12
6	1	2	3	4	6	9	12
7	1	3	3	4	6	9	12
8	2	3	3	4	6	9	12
9	2	3	4	5	8	12	16
10	2	3	4	5	8	12	16
11	2	4	5	6	10	15	20
12	2	4	5	6	10	15	20

WEAPONS TABLE									
Weapon Type	Heat	Damage	Ranges			Design Data	Critical Spaces	Ammo Shots Per Ton	
			Minimum	4 Short	6 Medium	8 Long			
Small Laser	1	3		1	2	3	5	1	
Medium Laser	3	5		1-3	4-6	7-9	1	1	
Large Laser	8	8		1-5	6-10	11-15	5	2	
Particle Projection Cannon	10	10	3	1-6	7-12	13-18	7	3	
Long Range Missiles									
5 Rack	2	Δ	6	1-7	8-14	15-21	2	1	24
10 Rack	4	Δ	6	1-7	8-14	15-21	5	2	12
15 Rack	5	Δ	6	1-7	8-14	15-21	7	3	8
20 Rack	6	Δ	6	1-7	8-14	15-21	10	5	6
Short Range Missiles									
2 Rack	2	-		1-3	4-6	7-9	1	1	50
4 Rack	3	-		1-3	4-6	7-9	2	1	25
6 Rack	4	-		1-3	4-6	7-9	3	2	15
Auto Cannon	1	5	3	1-6	7-12	13-18	8	4	20
Machine Gun	0	2		1	2	3	5	1	200
Flamer	3	2		1	2	3	1	1	

* = 2 points per missile that hit, see chart. Δ = 1 point per missile that hit, see chart.

Dice Roll	Critical Hit Effects
2-7	No Critical Hit
8-9	Roll 1 Critical Hit Location
10-11	Roll 2 Critical Hit Locations
12	Limb Blown Off or Roll 3 Critical Hit Locations

Critical Hit Effects	
HEAD	Life Support Cockpit Sensors
CENTER TORSO	Engine Gyro
ARM	Shoulder All Arm Actuators Hand
LEG	Hip All Leg Actuators
	Weapon Jump Jet Heat Sink Ammo

1 point of damage to MechWarrior per turn heat is 15-24
2 points of damage to MechWarrior per turn heat is 25+
MechWarrior is dead, Mech is out of game
1st hit: +2 to fire
2nd hit: No fire
1st hit: +5 heat per turn
2nd hit: +10 heat per turn
3rd hit: Engine Destroyed, Mech out of game
1st hit: all Piloting Skill Rolls +3
2nd hit: Gyro Destroyed, Mech out of game
+4 to hit with ranged weapons; +2 if pushing
+1 to hit
Cannot fire hand held weapons
1st Hip - MP is halved; 2nd hip - No movement
+2 to all Piloting Skill Rolls per hip critical
-1 MP and +1 to all Piloting Skill Rolls
Weapon destroyed
-1 Jump MP per critical hit
1 Heat Bleed off per critical hit
MechWarrior takes 2 hits
Ammo explodes doing damage to Internal Structure, and
MechWarrior takes 2 hits.

Physical Attacks Damage		
Type	Base To-Hit	Damage
Punch	4+	Tonnage/10; Halved for each arm actuator missing
Kicking	3+	Tonnage/5; Halved for each leg actuator missing
Pushing	4+	Moves target 1 hex, forces Piloting Skill Roll
Charging	5+	To Target; [(Attackers tonnage/10) x hexes moved] To Attacker; (Targets tonnage/10)

Punch Hit Location Table			
Dice Roll	Left Side	Front/Back Side	Right Side
1	Left Torso	Left Arm	Right Torso
2	Left Torso	Left Torso	Right Torso
3	Center Torso	Center Torso	Center Torso
4	Left Arm	Right Torso	Right Arm
5	Left Arm	Right Arm	Right Arm
6	Head	Head	Head

Kick Hit Location Table			
Dice Roll	Left Side	Front/Back Side	Right Side
1-3	Left Leg	Right Leg	Right Leg
4-6	Left Leg	Left Leg	Right Leg

Piloting Skill Roll Table		
BattleMech's Situation Modifier		
Physical Attacks On Mech		
Mech Kicked		None
Mech Pushed		None
Mech Charged		+2
Damage To Mech		
Mech Takes 20 Damage Points In 1 Turn		+1
Mech's Reactor Shut Down		+3
Per Leg/Foot Actuator Destroyed		+1
Per Hip Critical Hit (2 Maximum)		+2
Mech's Gyro Hit		+3
Mech's Actions		
Mech Missed Kick		None
Mech Charging/Death from Above		+2
Mech Entering/Leaving Depth 1 Water		-1
Mech Entering/Leaving Depth 2 Water		None
Mech Entering/Leaving Depth 3 Water		+1
Mech Trying To Get Up		None
MechWarrior Trying To Avoid Falling Damage		
Per Level Fallen		+1

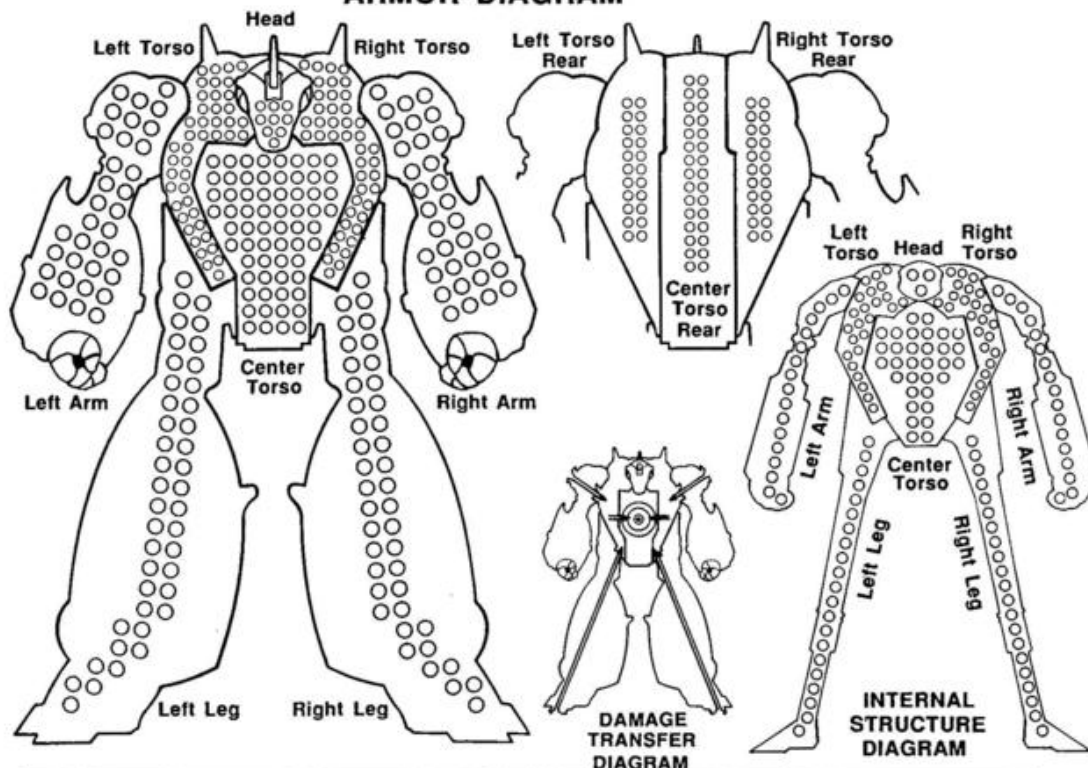
Terrain Effects On Movement	
Terrain Type	Cost Per Hex
Clear	1 MP
Light Woods	2 MP
Heavy Woods	3 MP
Water, Depth 1	2 MP
Water, Depth 2	4 MP
Elevation Change	1 MP/Level
Facing Change	1 MP per hexside
Dropping to ground	1 MP
Standing up	2 MP

Heat Point Table	
Activity	Heat Points
Walking	+1 per turn
Running	+2 per turn
Jumping	+1 per hex (min. of 3 per turn)
Trying To Stand Up	+1
Weapon Fire	Given on Weapons Table
Heat Sinks	-1 per sink operational -1 additional for heat sink under water (6 max.)
1st Engine Critical Hit	+5 per turn
2nd Engine Critical Hit	+10 per turn

Facing After A Fall		
Dice Roll	New Facing	Damage Location Table
1	Same Direction (on face)	Front/Back Side
2	1 Hexside Right (on side)	Right Side
3	2 Hexsides Right (on side)	Right Side
4	Opposite Direction (on back)	Front/Back Side
5	2 Hexsides Left (on side)	Left Side
6	1 Hexside Left (on side)	Left Side

BATTLETECH™

ARMOR DIAGRAM



'MECH DATA

Type: _____
 Tonnage: _____
 Movement Points:
 Walking: _____
 Running: _____
 Jumping: _____

WEAPONS INVENTORY

#	Type	Loc.

AMMO:
 AutoCannon Rounds _____
 M.G. Rounds _____
 S.R.M. Packs _____
 Missiles per pack _____
 L.R.M. Packs _____
 Missiles per pack _____

TOTAL HEAT SINKS



WARRIOR DATA

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

LEFT ARM

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- _____
- _____

- _____
- _____
- _____
- _____
- _____
- _____

LEFT TORSO

- _____
- _____
- _____
- _____
- _____
- _____

- _____
- _____
- _____
- _____
- _____
- _____

LEFT LEG

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- _____
- _____

CRITICAL HIT TABLE

HEAD

- Life Support
- Sensors
- Cockpit
- _____
- Sensors
- Life Support



CENTER TORSO

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Engine
- Engine
- Engine
- _____
- _____

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○

RIGHT ARM

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- _____
- _____

- _____
- _____
- _____
- _____
- _____
- _____

RIGHT TORSO

- _____
- _____
- _____
- _____
- _____
- _____

- _____
- _____
- _____
- _____
- _____
- _____

RIGHT LEG

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- _____
- _____

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement points
04	
03	
02	
01	
00	

BASE TO-HIT NUMBERS TABLE

Range Group	Base To-Hit Number
Short	4
Medium	6
Long	8

TERRAIN MODIFIERS TO FIRE

Light woods	+1 per hex
Heavy woods	+2 per hex
Water	
Level 1:	-1 to Hit, use Punch Hit Location Table
Level 2:	Cannot fire into or out of hex
Partial Cover	+3 (Use Punch Damage Hit Location Table)
Firing when down	+2
Firing at prone targets	(-2 from adjacent hex, +1 from all others)
Firing at second target	+1

MOVEMENT MODIFIERS TO FIRE TABLE

BattleMech	Movement	Modifier
Attacker	Stationary	None
	Walked	+1
	Ran	+2
	Jumped	+3
Target	Moved 0-2 Hexes	None
	Moved 3-4 Hexes	+1
	Moved 5-6 Hexes	+2
	Moved 7-9 Hexes	+3
	Moved 10+ Hexes	+4
	Jumped	+1

MISSILE HIT TABLE

Dice Roll	2	4	5	6	10	15	20
2	1	1	1	2	3	5	6
3	1	2	2	2	3	5	6
4	1	2	2	3	4	6	9
5	1	2	3	3	6	9	12
6	1	2	3	4	6	9	12
7	1	3	3	4	6	9	12
8	2	3	3	4	6	9	12
9	2	3	4	5	8	12	16
10	2	3	4	5	8	12	16
11	2	4	5	6	10	15	20
12	2	4	5	6	10	15	20

HIT LOCATION TABLE

Dice Roll	Left Side	Front/Back	Right Side
2	Lt. Torso	Center Torso	Rt. Torso
	(Critical)	(Critical)	(Critical)
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Leg
7	Left Torso	Center Torso	Right Torso
8	Center Torso	Left Torso	Center Torso
9	Right Torso	Left Leg	Left Torso
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

PUNCH HIT LOCATION TABLE

Dice Roll	Left Side	Front/Back	Right Side
1	Left Torso	Left Arm	Right Torso
2	Left Torso	Left Torso	Right Torso
3	Center Torso	Center Torso	Center Torso
4	Left Arm	Right Torso	Right Arm
5	Left Arm	Right Arm	Right Arm
6	Head	Head	Head

KICK HIT LOCATION TABLE

Dice Roll	Left Side	Front/Back	Right Side
1-3	Left Leg	Right Leg	Right Leg
4-6	Left Leg	Left Leg	Right Leg

Critical Hit Effects Table

Dice Roll	Effect
2-7	No Critical Hit
8-9	Roll 1 Critical Hit Location
10-11	Roll 2 Critical Hit Locations
12	Limb Blown Off or Roll 3 Critical Hit Locations

WEAPONS TABLE

Type	Heat	Damage	Minimum	4	6	8	Tons	Shots/Ton
Small Laser	1	3	-	1	2	3	.5	
Medium Laser	3	5	-	1-3	4-6	7-9	1	
Large Laser	8	8	-	1-5	6-10	11-15	5	
Particle Cannon	10	10	3	1-6	7-12	13-18	7	
Auto Cannon/2	1	2	4	1-8	9-16	17-24	6	45
Auto Cannon/5	1	5	3	1-6	7-12	13-18	8	20
Auto Cannon/10	3	10	1-5	6-10	11-15	12	10	
Auto Cannon/20	7	20	1-3	4-6	7-9	14	5	
Machine Gun	0	2	1	2	3	.5	200	
Flamer	3	2	1	2	3	1		
Long Range Missiles								
5-pack	2	*	6	1-7	8-14	15-21	2	24
10-pack	4	*	6	1-7	8-14	15-21	5	12
15-pack	5	*	6	1-7	8-14	15-21	7	8
20-pack	6	*	6	1-7	8-14	15-21	10	6
Short Range Missiles								
2-pack	2	*	1-3		4-6	7-9	1	50
4-pack	3	*	1-3		4-6	7-9	2	25
6-pack	4	*	1-3		4-6	7-9	3	15

* LRM missiles do 1 point of damage per missile that hits

* SRM missiles do 2 points of damage per missile that hits

Building Type

Building Type	Damage Suffered By Infantry Unit
Light	3/4 of shot damage is passed on to unit
Medium	1/2 of shot damage is passed on to unit
Heavy	1/4 of shot damage is passed on to unit
Hardened	None of the shot damage is passed on to unit

BUILDINGS

Type	Starting CF	Piloting Skill Modifier	Fire Starting Modifier
Light	15	2	0
Medium	40	3	+1
Heavy	90	4	+2
Hardened	120	5	+3

TO-HIT NUMBERS OF INFANTRY WEAPONS

Weapon Type	0	1	2	3	4	5	6
Rifle	2	4	6	-	-	-	-
Machine Gun	2	4	6	8	-	-	-
Flamer	3	4	6	-	-	-	-
Portable Laser	2	4	6	8	-	-	-
SRM Missiles	3	4	4	6	6	8	8

PILOTING SKILL ROLL TABLE

BattleMech's Situation	Modifier
Physical Attacks on Mech	
Mech kicked	none
Mech pushed	none
Mech charged	+2
Damage To Mech	
Mech takes 20 damage points in 1 turn	+1
Mech reactor shut down	+3
Per leg/foot actuator destroyed	+1
Per hip critical hit (2 maximum)	+2
Mech's gyro hit	+3
Mech's Actions	
Mech missed Kick	none
Mech charging/Death from Above	+2
Mech entering Depth 1 water	-1
Mech entering Depth 2 water	none
Mech entering Depth 3 water	+1
Mech trying to get up	none
MechWarrior trying to avoid Falling	+1
Damage per level fallen	+1
Mech entering rubble	none
Mech entering/leaving Light Building	none
Mech entering/leaving Medium Building	+1
Mech entering/leaving Heavy Building	+2
Mech entering/leaving Hardened Building	+5

HEAT POINT TABLE

Activity	Heat Points
Walking	+1 per turn
Running	+2 per turn
Jumping	+1 per hex (minimum of 3 per turn)
Trying to Stand Up	+1 per attempt
Weapon Fire	As per Weapon Chart
Heat Sinks	-1 per operational sink
	-1 additional per heat sink under water (6 maximum)
1st Engine Critical Hit	+5 per turn
2nd Engine Critical Hit	+10 per turn
Fire	
Walking through	+2 per hex
Standing in	+5 per turn

TERRAIN EFFECTS ON MOVEMENT

Terrain Type	Cost Per Hex
Clear	1 MP
Light Woods	2 MP
Heavy Woods	3 MP
Water	
Depth 0	1 MP
Depth 1	2 MP *
Depth 2	4 MP *
Depth 3	4 MP *
Elevation Change	1 MP /level
Rough	2 MP
Rubble	2 MP *
Light Building	2 MP **
Medium Building	3 MP **
Heavy Building	4 MP **
Hardened Building	5 MP **
Facing Change	1 MP /hexside
Dropping to Ground	1 MP
Standing Up	2 MP

* Piloting Skill Roll required to prevent falling

** Piloting Skill Roll required to prevent damage from building

Critical Hit Effects

HEAD	Life Support	1 point of damage to MechWarrior per turn heat is 15-24
	Cockpit	2 points of damage to MechWarrior per turn heat is 25+
	Sensors	MechWarrior is dead, Mech is out of game
		1st hit: +2 to fire
		2nd hit: No fire
CENTER TORSO	Engine	1st hit: +5 heat per turn
		2nd hit: +10 heat per turn
		3rd hit: Engine Destroyed, Mech out of game
		1st hit: all Piloting Skill rolls +3
	Gyro	2nd hit: Gyro Destroyed, Mech out of game
ARM	Shoulder	+4 to hit with ranged weapons / +2 if pushing
	All Arm Actuators	+1 to hit
	Hand	Cannot fire handheld weapons
LEG	Hip	1st hit: -1 is halved; 2nd hit: No movement
		+2 to all Piloting Skill Rolls per hip critical
	All Leg Actuators	-1 MP and +1 to all Piloting Skill Rolls
	Weapon	Weapon destroyed
	Jump Jet	-1 Jump per critical hit
	Heat Sink	-1 Heat Sled off per critical hit
	Ammo	MechWarrior takes 2 hits
		Ammo explodes doing damage to Internal Structure, and MechWarrior takes 2 hits.

Base To-Hit Numbers Table	
Range Group	Base To-Hit Number
Short	4
Medium	6
Long	8

Movement Modifiers Table		
BattleMech	Movement	Modifier
Attacker	Stationary	None
	Walked	+1
	Ran	+2
	Jumped	+3
Target	Moved 0 - 2 Hexes	None
	Moved 3 - 4 Hexes	+1
	Moved 5 - 6 Hexes	+2
	Moved 7 - 9 Hexes	+3
	Jumped (add to above)	+1

Terrain Modifiers to Fire	
Light wood	+1 per hex
Heavy wood	+2 per hex
Water	Level 1: -1 to Hit, use Punch Damage Table Level 2: cannot fire into or out of
Partial Cover	+3 (Use punch damage location table)
Firing when down	+2
Firing at prone targets	(-2 from adjacent hex, +1 from all others)

BATTLETECH

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WEAPONS TABLE

Weapon Type	Heat	Damage	Ranges			Tonnage	Critical Spaces	Ammo Shots Per Ton
			Minimum	4	6	8		
Small Laser	1	3		1	2	3	.5	1
Medium Laser	3	5		1-3	4-6	7-9	1	1
Large Laser	8	8		1-5	6-10	11-15	5	2
Particle Projection Cannon	10	10	3	1-6	7-12	13-18	7	3
Long Range Missiles								
5 Rack	2	Δ	6	1-7	8-14	15-21	2	1
10 Rack	4	Δ	6	1-7	8-14	15-21	5	2
15 Rack	5	Δ	6	1-7	8-14	15-21	7	3
20 Rack	6	Δ	6	1-7	8-14	15-21	10	5
Short Range Missiles								
2 Rack	2	*		1-3	4-6	7-9	1	1
4 Rack	3	*		1-3	4-6	7-9	2	1
6 Rack	4	*		1-3	4-6	7-9	3	2
Auto Cannon	1	5	3	1-6	7-12	13-18	8	4
Machine Gun	0	2		1	2	3	5	1
Flamer	3	2		1	2	3	1	1

* = 2 points per missile that hit, see chart.

Δ = 1 point per missile that hit, see chart.

Hit Location Table			
Dice Roll	Left Side	Front/Back	Right Side
2	Lt. Torso (Critical)	Center Torso (Critical)	Rt. Torso (Critical)
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Leg
7	Left Torso	Center Torso	Right Torso
8	Center Torso	Left Torso	Center Torso
9	Right Torso	Left Leg	Left Torso
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

Missile Hit Table							
Dice Roll	Number of Missiles Fired						
	2	4	5	6	10	15	20
2	1	1	1	2	3	5	6
3	1	2	2	2	3	5	6
4	1	2	2	3	4	6	9
5	1	2	3	3	6	9	12
6	1	2	3	4	6	9	12
7	1	3	3	4	6	9	12
8	2	3	3	4	6	9	12
9	2	3	4	5	8	12	16
10	2	3	4	5	8	12	16
11	2	4	5	6	10	15	20
12	2	4	5	6	10	15	20

Critical Hit Effects Table	
Dice Roll	Effect
2-7	No Critical Hit
8-9	Roll 1 Critical Hit Location
10-11	Roll 2 Critical Hit Locations
12	Limb Blown Off or Roll 3 Critical Hit Locations

Critical Hit Effects

HEAD
Life Support
Cockpit
Sensors

CENTER
TORSO
Engine
Gyro

ARM
Shoulder
All Arm Actuators
Hand

LEG
Hip
All Leg Actuators
Weapon
Jump Jet
Heat Sink
Ammo

1 point of damage to MechWarrior per turn heat is 15-24
2 points of damage to MechWarrior per turn heat is 25 +
MechWarrior is dead, Mech is out of game
1st hit: +2 to fire
2nd hit: No fire
1st hit: +5 heat per turn
2nd hit: +10 heat per turn
3rd hit: Engine Destroyed, Mech out of game.
1st hit: all Piloting Skill Rolls +3
2nd hit: Gyro Destroyed, Mech out of game.
+4 to hit with ranged weapons / +2 if pushing
+1 to hit
Cannot fire hand held weapons
1st Hip - MP is halved; 2nd hip - No movement
+2 to all Piloting Skill Rolls per hip critical
-1 MP and +1 to all Piloting Skill Rolls
Weapon destroyed
-1 Jump MP per critical hit
-1 Heat Bleed off per critical hit.
MechWarrior takes 2 hits
Ammo explodes doing damage to Internal Structure, and
MechWarrior takes 2 hits.

Physical Attacks Damage		
Type	Base To-Hit	Damage
Punch	4+	Tonnage/10; Halved for each arm actuator missing
Kicking	3+	Tonnage/5; Halved for each leg actuator missing
Pushing	4+	Moves target 1 hex, forces Piloting Skill Roll
Charging	5+	To Target; [(Attacker's tonnage/10) x hexes moved] To Attacker; (Targets tonnage/10)

Punch Hit Location Table			
Dice Roll	Left Side	Front/Back Side	Right Side
1	Left Torso	Left Arm	Right Torso
2	Left Torso	Left Torso	Right Torso
3	Center Torso	Center Torso	Center Torso
4	Left Arm	Right Torso	Right Arm
5	Left Arm	Right Arm	Right Arm
6	Head	Head	Head

Kick Hit Location Table			
Dice Roll	Left Side	Front/Back Side	Right Side
1-3	Left Leg	Right Leg	Right Leg
4-6	Left Leg	Left Leg	Right Leg

Piloting Skill Roll Table		
BattleMech's Situation Modifier		
Physical Attacks On Mech		
Mech Kicked		None
Mech Pushed		None
Mech Charged		+2
Damage To Mech		
Mech Takes 20 Damage Points In 1 Turn		+1
Mech's Reactor Shut Down		+3
Per Leg/Foot Actuator Destroyed		+1
Per Hip Critical Hit (2 Maximum)		+2
Mech's Gyro Hit		+3
Mech's Actions		
Mech Missed Kick		None
Mech Charging/Death from Above		+2
Mech Entering/Leaving Depth 1 Water		-1
Mech Entering/Leaving Depth 2 Water		None
Mech Entering/Leaving Depth 3 Water		+1
Mech Trying To Get Up		None
MechWarrior Trying To Avoid Falling Damage		
Per Level Fallen		+1

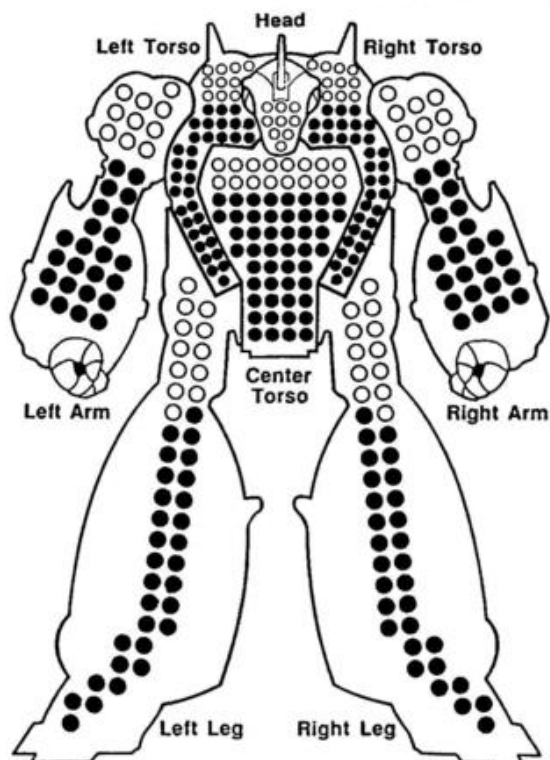
Terrain Effects On Movement	
Terrain Type	Cost Per Hex
Clear	1 MP
Light Woods	2 MP
Heavy Woods	3 MP
Water, Depth 1	2 MP
Water, Depth 2	4 MP
Elevation Change	1 MP/Level
Facing Change	1 MP per hexside
Dropping to ground	1 MP
Standing up	2 MP

Heat Point Table	
Activity	Heat Points
Walking	+1 per turn
Running	+2 per turn
Jumping	+1 per hex (min. of 3 per turn)
Trying To Stand Up	+1
Weapon Fire	Given on Weapons Table
Heat Sinks	-1 per sink operational -1 additional for heat sink under water (6 max.)
1st Engine Critical Hit	+5 per turn
2nd Engine Critical Hit	+10 per turn

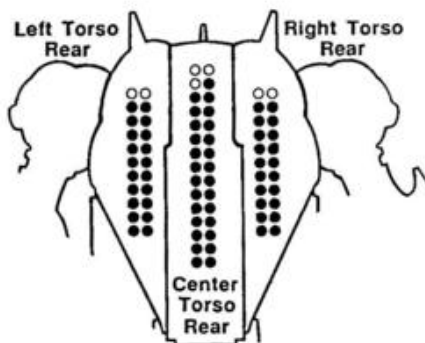
Facing After A Fall		
Dice Roll	New Facing	Damage Location Table
1	Same Direction (on face)	Front/Back Side
2	1 Hexside Right (on side)	Right Side
3	2 Hexsides Right (on side)	Right Side
4	Opposite Direction (on back)	Front/Back Side
5	2 Hexsides Left (on side)	Left Side
6	1 Hexside Left (on side)	Left Side

BATTLETECH™

BATTLEMECH TRAINING SHEET



ARMOR DIAGRAM



TRC-4B Chameleon

GENERAL INFORMATION

'MECH DATA

Type: TRC-4B Chameleon
 Tonnage: 50 Tons
 Movement Points:
 Walking: 6
 Running: 9
 Jumping: 6

WARRIOR DATA

Name: _____
 Gunnery Skill: 4
 Piloting Skill: 5

TOTAL HEAT SINKS



WEAPON AND HEAT SINK LOCATION TABLE

RIGHT ARM _____ Large Laser Medium Laser _____ _____ _____ _____	HEAD _____ _____ _____ _____ _____	LEFT ARM _____ Medium Laser _____ _____ _____ _____
RIGHT TORSO _____ Small Laser Small Laser _____ _____ _____ _____	CENTER TORSO _____ Machine Gun Machine Gun Ammo (MG) 200 _____ _____ _____	LEFT TORSO _____ Small Laser Small Laser _____ _____ _____ _____
RIGHT LEG _____ Heat Sink Heat Sink Heat Sink Heat Sink Heat Sink _____		LEFT LEG _____ Heat Sink Heat Sink Heat Sink Heat Sink Heat Sink _____

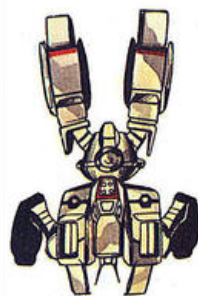
HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	-4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	-3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	-2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	-1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

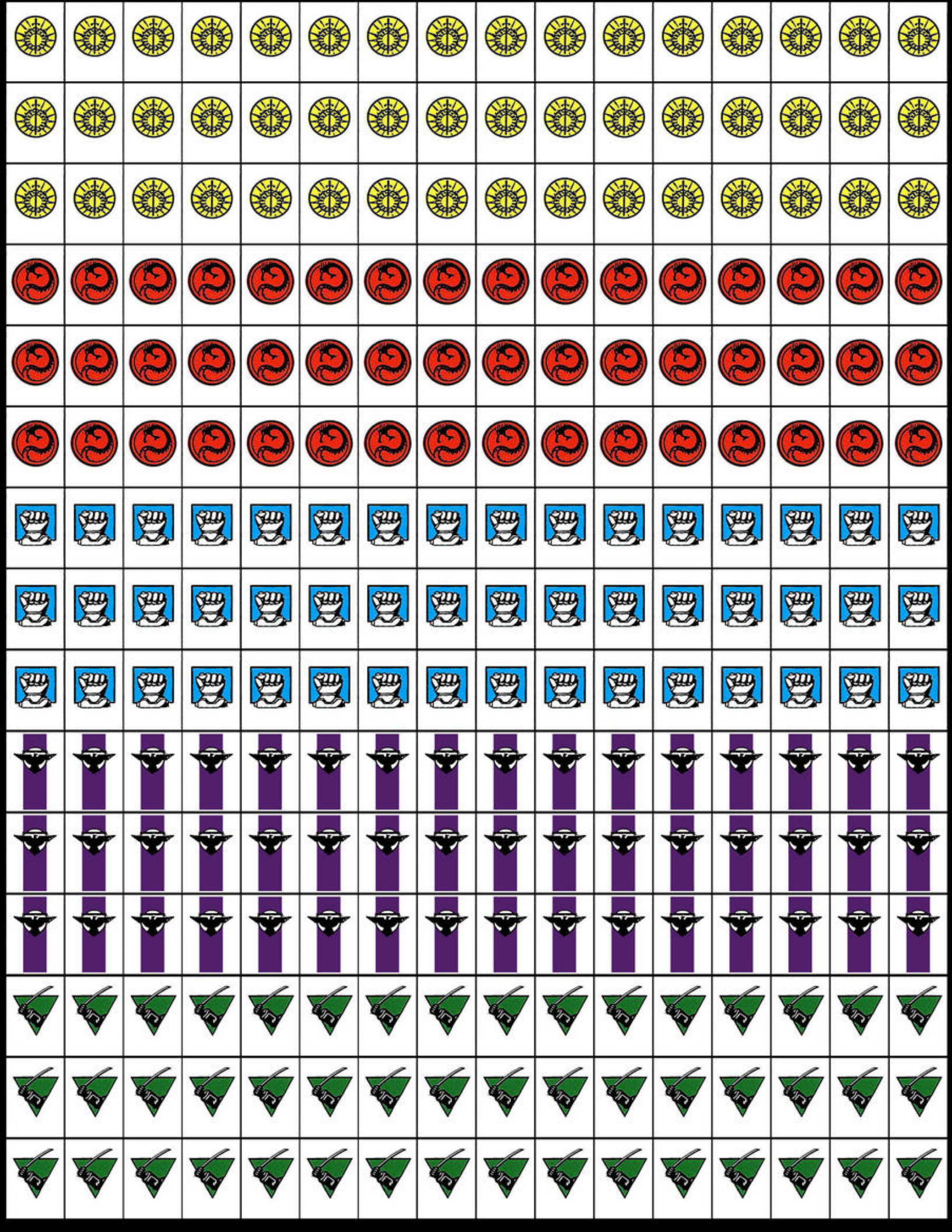


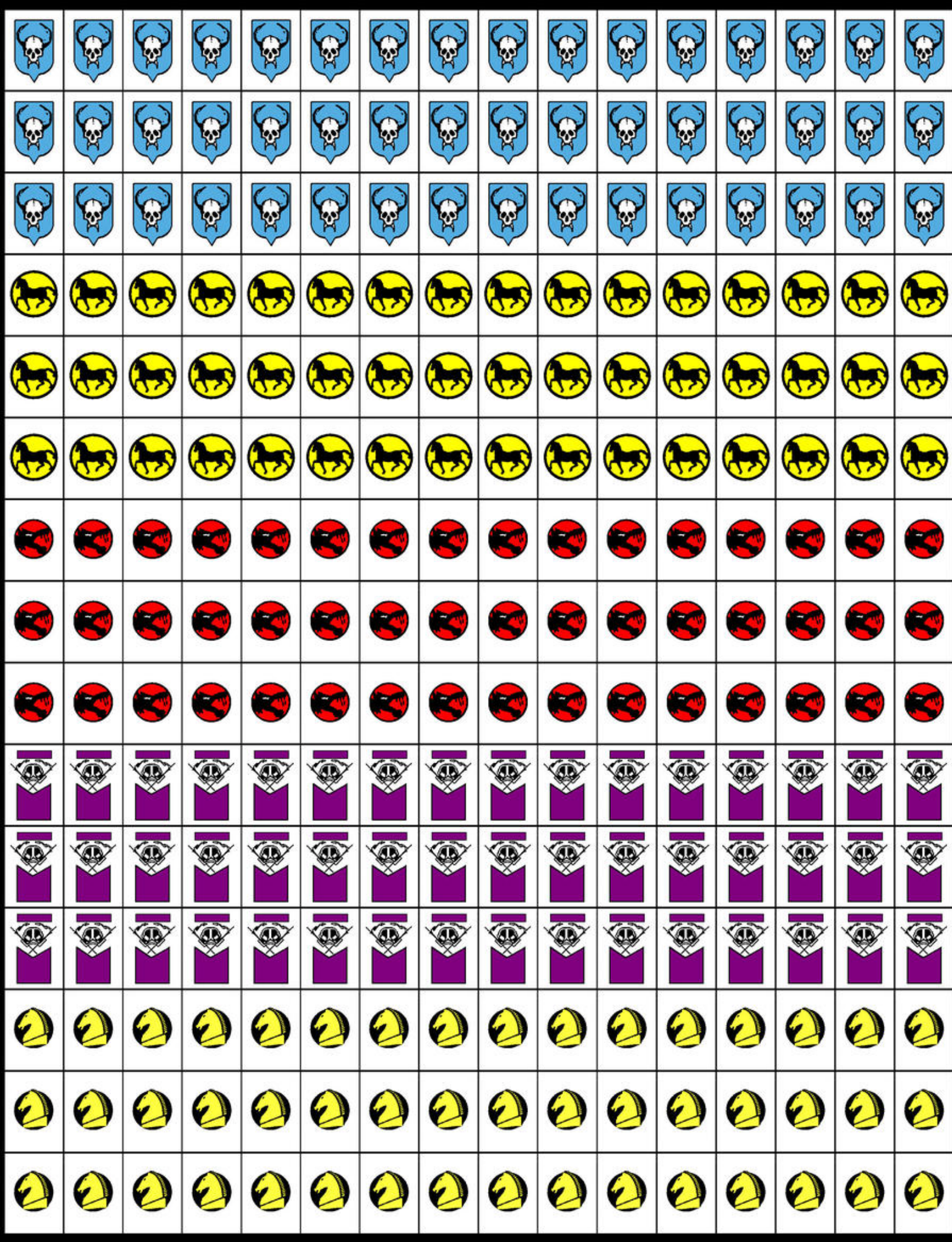


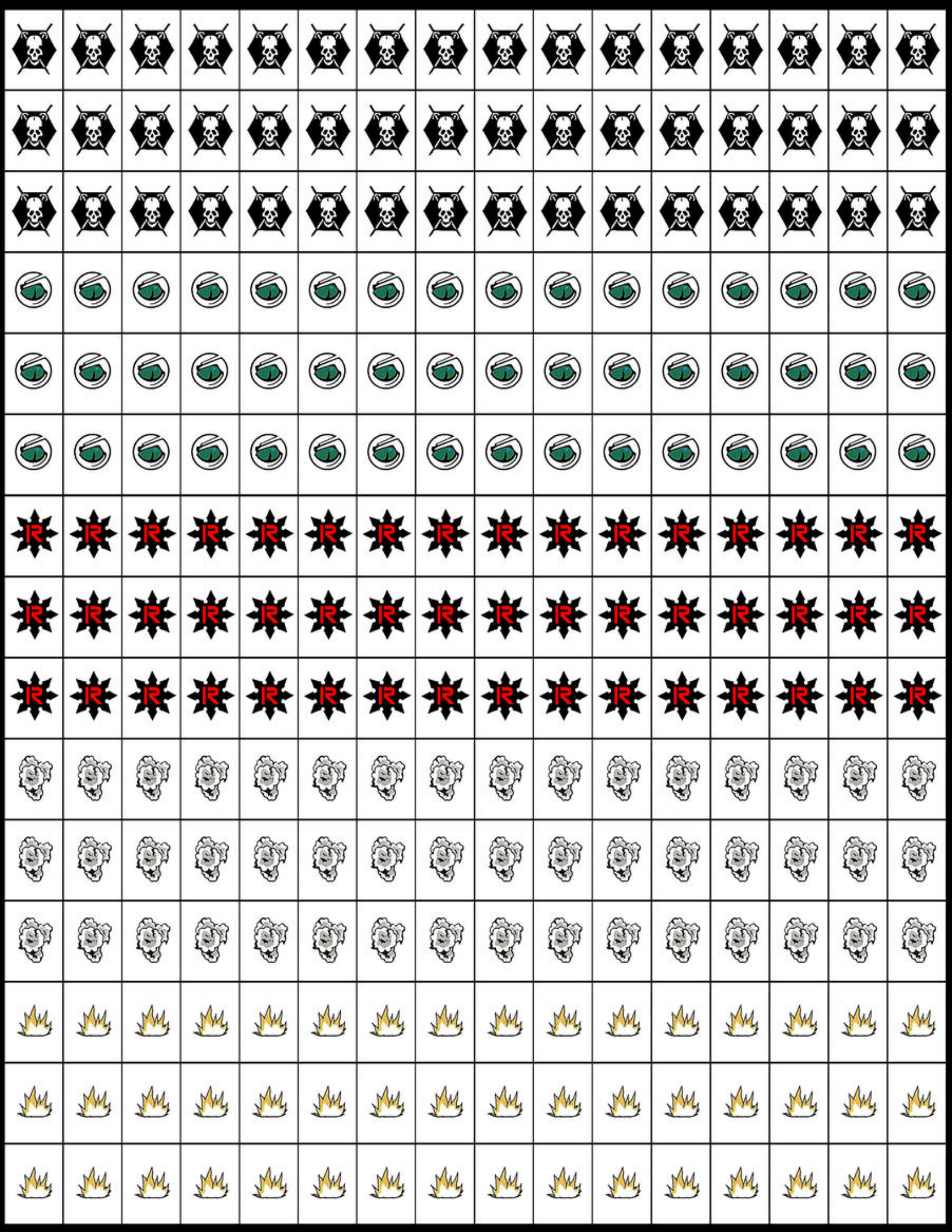














WSP-1A Wasp

PXH-1K
Phoenix Hawk

CRD-3R Crusader

WHM-6R
Warhammer

ARC-2R Archer



RFL-3N Rifleman



MAD-3R Marauder

A Dark Age has befallen mankind. Where the United Star League once reigned, five successor states now battle for control. The destruction of war has ravaged the once-flourishing worlds and left them in ruins. The advancement of technology has not only ceased, but the machines and equipment of the past cannot be produced by present-day worlds. The Succession Wars are fought over water, ancient machines, and spare-parts factories. Control of these elements will lead to final victory and the domination of known space.

BATTLETECH: The study and implementation of battlefield technology.

BATTLEMECH: Ranging in height from 7 to 15 meters and weighing 10 to 100 tons, they carry more firepower than a 20th-century tank battalion.

MECHWARRIOR: Brave men and women who are 31st-century knights piloting their 'Mechs' into battle. Serving one of the five Houses, or in the employ of a mercenary company or bandit king, these warriors are the most respected and feared individuals in the galaxy.

Contents:

- 48 Full-color, stand-up playing pieces with front and back views, printed on thick cardboard. Enough BattleMechs to put *four* companies in the field.
- 120 Color unit insignias, to display your BattleMech's colors in the field.
- 24 Plastic holders for playing pieces.
- 1 48-page rule book, containing beginning, advanced, expert, and optional rules, plus 10 pages of history, background, and technical information.
- 2 Six-sided dice

Now you are a MechWarrior and the time has come for you to go into battle.

In the 30th century,
life is cheap,
but
BattleMechs
aren't.

BATTLETECH is the second edition of **BATTLEDROIDS**.

BATTLETECH™

A GAME OF ARMORED COMBAT

1604 ————— A game for 2 or more players. Ages 12 and up.

